

**LATEST INFORMATION ON THE SUPER NES CD-ROM INSIDE!!!**

A SENDAI PUBLISHING GROUP PERIODICAL

Volume One, Number Two

# ***SUPER NES BUYER'S GUIDE***

**FOLLOW THE TURTLES THROUGH TIME...  
TEENAGE MUTANT  
NINJA TURTLES 4!**

**RIVAL TURF  
MAPS & STRATEGIES  
FOR WINNING BIG!**

**OUR FIRST REVIEW OF...  
STREET FIGHTER 2**

**\$3.95/\$4.95 Canada  
July, 1992**



**SNES PREVIEWS!**

**SUPER DOUBLE DRAGON  
KRUSTY'S FUN HOUSE  
FINAL FIGHT GUY • HOOK  
WINGS 2 • NFL FOOTBALL**

# Our Critics Talked About Us So Much We Started Rippin' Them.

*Castlevania IV. The year's best action adventure game for any system has arrived.*

Game Pro



Castlevania IV is the first **REAL** reason to purchase a Super Nintendo. Konami took the time to take full advantage of the SNES's 16-bit technology.

Game Pro

*The mode 7 effects are incredible. Castlevania IV takes video gaming to new heights.*

Electronic Gaming Monthly



It's Konami's feast of graphics and gameplay that will haunt you until the moment of victory.

Super NES Nintendo  
Player's Guide

Challenging and interesting game play make Castlevania IV live up to its heritage.



Video Games &  
Computer Entertainment

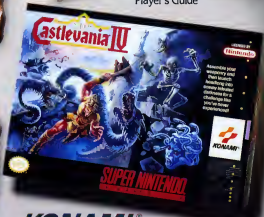


**ACTION/ADVENTURE  
GAME OF THE YEAR AWARD  
&  
SOUND ACHIEVEMENT AWARD**

Game Pro Reader's Choice Awards

*Great sound effects like the whip and howling of wolves will send chills up your spine.*

Super NES Nintendo  
Player's Guide



**KONAMI®**

Super NES, Nintendo Entertainment System, and NES are trademarks of Nintendo of America Inc. Konami is a registered trademark of Konami Co., Ltd. Castlevania IV is a registered trademark of Konami, Inc. © 1992 Konami. All Rights Reserved.

# The Master of Adventure!



## SUPER ADVENTURE Island™

Master Higgins is back in his wildest and greatest adventure of all! He leaps into action to defeat an army of guardian animals and monsters that protect the evil wizard, Dark Cloak! Join Master Higgins as he reaches new heights of excitement on his high flying skateboard. Speed through underground caves in a crazy mine car ride! Go from dangerous tropical shores to the belly of a whale - all in search of his final battle with the wicked sorcerer.

- Secret Bonus Rounds restore power and award points to our high jumping hero!
- Terrible traps and gigantic villains await your next move!



**SUPER NINTENDO.**

Now available for Super NES, the Nintendo Entertainment System and Game Boy!



**HUDSON SOFT**

HUDSON SOFT USA, INC.  
400 OYSTER POINT BLVD. SUITE 515  
SOUTH SAN FRANCISCO, CA 94080  
(415) 571-6889

©1992 Hudson Soft USA, Inc. All Rights Reserved. Super Adventure Island™, Adventure Island™, Adventure Island TV and Master Higgins™ are trademarks of Hudson Soft USA, Inc. Hudson Soft USA, Inc. is a trademark of Hudson Soft Co., Ltd. Nintendo™, Nintendo Entertainment System™, Super NES™, Game Boy™ and the Official Seal are trademarks of Nintendo of America. ©1992 Nintendo of America Inc.

### PUBLISHER, EDITOR-IN-CHIEF

Steve Harris

### EDITOR

Ed Semrad

### ASSISTANT EDITORS

Ken Williams; Martin Alessi; Mike Forasseppe; Terry Minnich; Mike Vallias; Mark Samecki; Danyon Carpenter; Ian Taylor

### REVIEW CREW EDITORS

Guy, Dude; Mike

### STRATEGY CONSULTANTS

U.S. National Video Game Team

### FOREIGN CORRESPONDENTS

Robert Hoskin

Hideki Shikata

### WORLD NET™ CONTRIBUTORS

CTW-England; The SuperFamcom-Japan; Games-X - England; Joystick-France; Gamestop-Japan; MegaDrive Beep-Japan; Playcomp-Australia; Famcom-Journal-Japan; Nintendo Magazine - Sweden; ASM - Germany

### LAYOUT AND PRODUCTION

Colleen Bastian, Copy Editor

Suzanna Farral, Ad Manager

John Stockhausen, Ad Coordinator

### CUSTOMER SERVICE

(515) 280-3861

### NATIONAL ADVERTISING DIRECTOR

Jeffrey Eisenberg

Eisenberg Communications Group

2121 Avenue of the Stars, 6th Floor  
Los Angeles, CA 90067

Brandon Harris, Account Executive

(310) 551-6587

### SENDAI PUBLICATIONS, INC.

Steve Harris, President

Mike Riley, V.P. of Operations

Mark Mann, Financial Director

Cindy Polus, Financial Assistant

Harvey Wasserman, Circulation Director

Steve Keen, Newsstand Director

Donna Ciepke, Newsstand Manager

David Kamis, Manufacturing Director

Super NES™ Buyers Guide (ISSN# pending) is published six times a year by Sendai Publishing, Inc. Subscription rates for U.S. \$14.95, Canada and Mexico \$24.95, and all others by air mail only: \$44.00. Single issue rates: \$3.95. POSTMASTER: Send address changes to Super NES, P.O. Box 7542, Red Oak, IA 51551-0548. For subscription changes, changes of address, or correspondence concerning subscriptions call 1-800-444-2364. The editors and the publisher are not responsible for unsolicited materials. No part of this publication may be reproduced without the expressed written permission of Sendai Publications, Inc. Copyright © 1992, Sendai Publishing Group, Inc. All rights reserved. All materials listed in this magazine are subject to manufacturers change and the publisher assumes no responsibility for such changes. Printed in the USA. Printed with good Super NES™ and all appropriate software and hardware titles are trademarks of Nintendo of America. All other software and hardware titles are trademarks of the respective manufacturer/licensor. This magazine is neither produced nor endorsed by Nintendo and is published independently by Sendai Publications Group, Inc. The End

# CONTENTS

**12...S-NES HI-TECH** pages will give a more detailed account of what you can expect from the S-NES CD-ROM. You get a first hand look at what is in the works!



**28**

Check out 6 pages of strategy on T.M.N.T. 4!

**34**

An incredible 6-page spread on Jaleco's Rival Turf for the S-NES will blow you away! Get all of the punching and kicking action here!



**40**

Double your fighting fun with Double Dragon!



**46**

Hi Kids! Krusty's Fun House is here!



**50**

Become a WWI flying Ace in Wings 2!



**59**

Celebrate a goal in Super Soccer!



**66**

Get a look at the end of Final Fight Guy!



**40...Fact File** pages on T.M.N.T. 4, Rival Turf, Double Dragon, Battle Blaze, Hook, Krusty's Fun House, NCAA Basketball, Wings 2, Magic Johnson's Super Slam Dunk, Final Fight Guy, Super Bowling, Top Gear, Super Soccer

### WHAT'S IN THIS ISSUE? Check it out...

**14....FUTURE PLAY** pages on F-1 Super Driving, Ranma 1/2, King of the Monsters, Parodius, Super Aleste, Space Football, Power Athlete, Prince of Persia, NFL Football, Super Bases Loaded 2, Super Batter Up, Cybatornator and Pipe Dream!

**22....SUPER NES TRICKS** pages on The Addams Family, F-1 ROC, Contra 3: The Alien Wars, Zelda 3, Super Scope 6, Super Smash TV, The Legend of the Mystical Ninja!

**60....SUPER NES REVIEWS** pages on T.M.N.T. 4, Soul Blazer, The Addams Family, WWF Super Wrestlemania, Magic Sword, Rival Turf, Super EDF, F-1 Roc, Gunforce, Super Battletank, Top Gear, Might & Magic 2 and Pebble Beach Golf!

# The Addams Family™

**Morticia has been kidnapped!**

Kidnappers have hidden Morticia somewhere in the scary Addams Mansion. You and Gomez have to escape hidden traps, and battle scary ghosts and goblins on your search to find her. Collect the million dollar ransom, find Wednesday, Pugsley and the rest of the family in your attempt to rescue the beloved Morticia.



TM & © 1991  
Paramount Pictures  
All Rights Reserved  
THE ADDAMS  
FAMILY logo is a  
Trademark of  
Paramount Pictures  
Ocean of America  
Authorized User

**Nintendo**  
ENTERTAINMENT  
SYSTEM™

*The name of the game*

**ocean**



**GAME BOY**

Ocean of America, Inc. 1855 O'Toole Ave., Suite D-102, San Jose, CA 95131

© 1991 Ocean of America, Inc. Nintendo, Super Nintendo Entertainment System, Game Boy and the official seal are registered trademarks of Nintendo of America, Inc.

# FEEDBACK

This is the section in which you get to give us compliments, complaints, gripes, questions, rumors and opinions. If the editor loves your letter enough he may even print it right here in the mag! Send all letters to: Feedback, Letters to the Editor, Sender Publications, 1920 Highland Ave., Suite 202, Lombard IL 60148. Due to the high volume of letters received we are sorry that individual letters will not be answered. Keep sending in those letters, we love to get 'em.



## STREET FIGHTER 2 DELAYED?

I have heard that the release date of Street Fighter 2 has been pushed back from June to July. Why is this? Is Capcom just playing it safe to make sure that there are enough cartridges made to handle the demand? Or are they having problems? Can you find out what the reason for the delay is?

Scott Morris  
El Cajon, CA



*Nintendo doesn't want the blood in SF2, Capcom does. Who will win?*

Is it me, or is something going on? It appears that all the hot Super Nintendo games are being delayed. First it was Zelda which was promised to come out late last year, but didn't make it out until April, and now the same thing is happening to Street Fighter 2. First it was Spring, then it was June and now I hear it won't be coming out until sometime in July. Can't Nintendo make the cartridges fast enough? It is really frustrating for us game players who have been waiting so long for the great games only to be put off month after month.

Thomas Stacy  
Geneva, OH

*(Ed. We also were quite disappointed to hear about the delay on Street Fighter 2 and with a confirmed June 10th release date in Japan, we, like Thomas, wanted to find out why the game is being held back in America.)*

After a few calls, we tracked down the delay. It's Nintendo. All licensed games have to get Nintendo's blessing, and the Big N has thrown a major monkey wrench into the process. It appears that Nintendo has serious problems with the blood in Street Fighter 2. So while Capcom of Japan has had no problems in bringing out the game, Capcom U.S.A. has to deal with the bureaucracy of Nintendo. Nintendo wants the blood out, and Capcom prefers to keep the game as true to the arcade version as possible. If Nintendo gets their way, the game will have to go back for reprogramming, and that means even more of a delay. We don't know who will win this battle, but we are 100% behind Capcom as are tens of thousands of players. This is one time where Nintendo should let the players have what they want.)

## S-NES CD-ROM UPDATE...

I have to congratulate you on a job well done! You really have a finger on the pulse of the gaming public, as your lengthy, detailed coverage on the hot new Super Nintendo CD-ROM was outstanding. Nobody else even came close to the scope and depth of your information. Now that you got us excited about the system that will drive the final nail in the Sega coffin, can you give us constant updates on this spectacular peripheral? Will it really sell for only \$200, or is Nintendo just making this price up?

Josh Newcomb  
Richmond, MO

I have read your article on the Nintendo CD-ROM system and one thing is puzzling me. How is Nintendo able to bring out their CD-ROM drive for only half the price of Sega's unit and still be able to match it on all specifications? Either Sega is trying to make a killing with their exaggerated price, or Nintendo is deliberately lying just to stop thousands of players from buying the Sega system. Have you been able to determine who is telling the truth?

Christopher Hughes  
St. Augustine, FL



*Nintendo claims they can sell their CD-ROM for only \$200.*

*(Ed. Nintendo really got everybody thinking (especially Sega) when they released the specs and price of their CD-ROM drive. Although Sega originally sold their CD-ROM drive for \$370 when it came out in Japan, they recently have reduced the price down to about \$250 which we believe is more realistic. Sega of America has just announced that they will be selling the U.S. CD-ROM system, with three pieces of software, for \$299. As for the \$200 Nintendo price? That probably will be a 'bare bones system and won't include a game with the player. As such, they could conceivably sell the system in the \$200 to \$250 range. A lot of things can happen in the next 6 months and we'll keep you posted.)*



**TRICKS  
OF THE  
TRADE**

**JAPAN  
GAMING**

**GAMING  
GOSSIP**

**NEXT  
WAVE**

**REVIEW  
CREW**

**FACT  
FILES**

WHERE DO YOU TURN TO FOR THE  
FIRST INFO ON ELECTRONIC GAMING  
REVIEWS, GOSSIP, TRICKS, FACT  
FILES, PREVIEWS, HIGH SCORES, AND  
INTERNATIONAL NEWS?

# **ELECTRONIC GAMING WEEKLY**

PICK UP THE PHONE AND BECOME A VIDEO V.I.R.U.I.

## **1-900-740-7722**

**ONLY \$1.00 PER MINUTE**

GET THE SCOOP ON THE HOTTEST INFO AS ONLY  
ELECTRONIC GAMING MONTHLY CAN DELIVER!

Introducing Electronic Gaming Weekly, the ultimate resource of video game information from the editors of *Electronic Gaming Monthly* magazine! Here's your chance to be an industry insider, listening in on the hottest news and getting the first-hand scoops before they hit the press!

With Electronic Gaming Weekly's explosive magazine format, you can instantly access the information that you want from the same menu of selections that you get every month in EGM!

So be in the know! Call to hear this week's issue of Electronic Gaming Weekly today!



# THE ONLY GAME TO MAKE THE PGA TOUR CUT.



Pack your bags, you're going on tour.

But make it your golf bags. Because it's PGA TOUR® Golf. The only game that lets you make ***SUPER NINTENDO*** the rounds with guys named Fuzzy,

the Walrus, Zinger, and Fred. In sum, 60 of the best players ever to swing a club.

No matter how you slice it, this is the most realistic SuperNES™ golf game ever.

Real players with hole-by-hole tips. Real courses like the TPCs® at Sawgrass and Avenel. 3-D greens you can read like an open book. A whole arsenal of special shots like chips, punches, and fringe putts. Even random pin placement.

You think any other game has the PGA TOUR stamp of approval? Get real.



EASN reaches new heights with its exclusive Ball-Cam—an on-ball camera delivering a ball's-eye view of your shot in flight.



Take a real course in golf. We used the original blueprints that built the TPCs at Sawgrass, Avenel, Eagle Trace, and the PGA West Stadium Course. Anything else is just amateur.



PGA TOUR Golf doesn't miss a trick. With balls that have backspin and forward roll. A 360° putting grid for reading every green. And four TOUR courses, each built from the ground up from original blueprints.

Of course, EASN™—the premier interactive sports

network—is there to capture every swing. With the exclusive Ball-Cam™ for a ball's-eye view of your shot in flight. Mode 7 scaling for the slickest panorama of

every hole. Instant replay. Plus an EASN team of sportscasters with tournament highlights and a tournament award ceremony. But no stupid hair-loss commercials.

If you run afoul of the fairways,

you'll finish out of the money, and back on the driving range and practice greens. A battery backup saves everything—games, accumulated earnings, even PGA TOUR stats.

So why drive anything else when you can cruise the TOUR? Club your way to the top with PGA TOUR Golf from Electronic Arts.

Call 800-245-4525 anytime to order.

Or visit your retailer.

It's golf so real, you'll

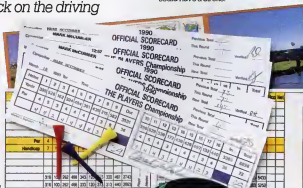
rush out and buy a cart.



With a 360° rotating putting grid you see every angle of the green. But if you don't read it correctly, watch out for the bogey man.



Trade shots with 60 top pros like Paul Azinger, Mark McCumber, Mark O'Meara, Fred Couples, Fuzzy Zoeller, and Craig Stadler. Ignore their advice and you could have a stroke.



**EASN**  
ELECTRONIC ARTS SPORTS NETWORK

PGA TOUR, TOUR and PGA are registered trademarks used by permission. EASN and Ball-Cam are trademarks of Electronic Arts. Nintendo Super Nintendo Entertainment System, Super NES, and the official seal are trademarks of Nintendo of America Inc. © 1991 Polygames and Electronic Arts. All rights reserved.



## MORE SPORTS GAMES...

Now that the Super Nintendo has taken over first place in the game industry, when are we going to see a good football game that really uses the Mode 7 feature? There already are enough baseball and golf games and it looks like everybody will be doing a basketball game this fall. Can you update us with some of the new cartridges that we should be looking out for?

**Collin Hartman**  
Tempe, AZ

Since EA is the sports authority, have you heard if they will be doing any new sports games for the Super Nintendo? How about the Earl Weaver baseball game which they have been working on for over a year? Will anybody be doing a killer tennis game? Or how about a good wrestling game?

**Joel Wheeler**  
San Jose, CA



**Konami will be bringing out a new football game licensed by the NFL.**

(Ed. There are a lot of sports games in the works for the Super NES. Both Konami and Capcom will be doing S-NES football games. Both of which will be endorsed by the NFL. The Konami cart looked hot in the demo that they had running at their pre-CES demonstration. American Sammy will have Ultimate Football and Nintendo has their version of the sport. The basketball games will be dribbling in later this year with Hal, Tecmo, LJN and Virgin coming out with great versions of the sport. The best wrestling game is WWF Wrestling by Acclaim. Absolute is working on a tennis game which looks really hot. Weaver has been put on hold.)

## STREET FIGHTER 2 CONTROLLER DELAYED...

I can't wait for the new Street fighter 2 game. If it is even half as good as it sounds this cart will sell like crazy! Your other magazine said that Capcom is working on a special 6 button controller, and that it will be coming out at the same time as the cart. Is there any more information about this stick? Do you know what the price will be, and will it make it out by June?

**Kurt Agnos**  
Brooklyn, NY



**The Street Fighter 2 controller has been delayed until Fall.**

From the pictures that your have run showing the new controller, I believe that this Street Fighter 2 'package' is going to cost me a small fortune. If the cart is \$80 and the controller another \$50, that is almost more than the whole Super Nintendo system is worth. I don't have a lot of money but I still want to get the game. Will the game work with the standard controllers? Can I program it to use the top two buttons?

**Victor Behling**  
Alexandria, VA

(Ed. Capcom has just announced that there will be a delay in getting their special controllers to the stores at the same time the cartridges appear. Now they are saying that the controllers will be shipping sometime in the Fall. A price hasn't been determined yet but we believe that with all the features the stick will have, \$50 is about the cheapest it could be sold for. Since the standard S-NES pad has 6 buttons it will work, and you will also be able to reprogram the buttons any way you want.)

## JAPAN GETS CARTS FIRST

I have a complaint. Why is it that all of the good games come out in Japan first? The system came out there, a year before ours did; they had Zelda 3, 6 months before us; Super Aleste (Space Megaforce) is already out; and they will be playing Street Fighter 2 at least a month before we get it. Can you check out why we are always last to get the carts.

**David Saizan**  
Royal Oak, MI

My friend claims that he will be getting a copy of Street Fighter 2 the second week in June. I am confused. You are telling us that the game won't be coming out until July. Is he giving me a line, or will there be a limited distribution in certain large cities?

**Zack Girard**  
Clinton, CT

My dad is going to Japan in June. I would like him to get a few copies of Street Fighter 2 for me and my friends while he is over there. What I want to know is if these cartridges will work in our Super Nintendo systems.

**Larry Kiel**  
Doylestown, PA

(Ed. There are several reasons why many of the games come out in Japan before here in the States. First and foremost, most of the games are designed, developed and programmed in Japan. As such, most of the game text is in Japanese and, the U.S. companies have to reprogram the text into English. This takes time to do. Even if the game is all action, we still have the Nintendo approval problem. Nintendo of Japan operates under different standards than Nintendo of America. NOA must approve every cart and they are very, very conservative. Many, if not most, games need to be revised because NOA thinks they are too risqué. This adds weeks if not months to the time schedule before we see the games. Your friend will have SF2 before you because he is buying a Japanese version (which works in the U.S. system if you have an adapter board) through a mail order company.)

# CHOOSE YOUR WEAPONS.



**STRIKE GUNNER**



You've never seen 2-player shoot 'em up action like this before! A huge, hostile war force is on the way! Beyond this planet is threatening the very survival of the human race. The greatest scientists of Earth have developed the weapon to end all weapons: Strike Gunner. With time running out, only two could be built—but these two can combine to fit into one superfighter of astonishing power. With an awesome arsenal of offensive and defensive devices at your command, and your own unmatched courage and skill as a fighter pilot, the Earth may yet be saved!



# SUPER NES HI-TECH

## NEW SPECIFICATIONS ON S-NES CD-ROM!

One of the biggest surprises at the Winter Consumer Electronics Show was Nintendo's announcement of some of the specifications for their upcoming Super Nintendo CD-ROM drive. Their press release stated that their unit would be in the stores as early as January 1993, and that it would sell for only about \$200! Add in the fact that almost all of the specifications they published equalled or exceeded the ones for Sega's Mega CD-ROM, while the price was only about half of what Sega's unit was selling for at that time in Japan (\$370).

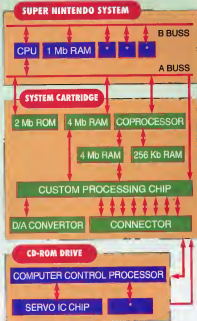
After this announcement, Nintendo went back into seclusion and our editors started to pull together every possible detail available from all of its World Net sources. This search, piloted by Mr. Michio Ohashi, Editor of The Super Famicom magazine in Japan, has turned up new information compiled from industry sources and analysts.

### 21 MHZ. COPROCESSOR!

The most important new fact was additional information on the coprocessor that will be used to assist the main CPU. Sega's CPU runs at a healthy 7.16 Mhz and its Mega CD-ROM coprocessor clocks out at a speedy 12.5 Mhz. One of the problems of the Super Nintendo is the fact that its CPU runs at only 3.58 Mhz. Sources are indicating that the coprocessor which will be in the S-NES CD-ROM System Cart will clock out at an unbelievable 21 Mhz. This coprocessor (SCCP) was developed by Nintendo for their new CD-ROM system. Since this chip will aid in the calculation functions of the game program, usually the faster the chip, the more it can do.



Most of the S-NES CD-ROM functions will be handled by the new coprocessor.



The system cart will contain all of the 'brains' for the S-NES CD-ROM.

### SEPARATE SYSTEM CARTRIDGE

The schematic at left shows another advantage the S-NES CD-ROM will have over the Mega CD-ROM. With the coprocessor, extra RAM and ROM packed in the removable system cart, should any future new technology require the system to be upgraded, all that the user will have to do is to buy a new system cart.

### NO SCREEN FLICKER

Some of the S-NES games have visible slowdown and screen flicker. Put too many characters on the screen and the slow CPU can't handle all of the processing and the action. Now with a super-fast coprocessor, analysts say that slowdown and flicker will no longer be a problem.

### REALISTIC 3-D ANIMATION

In addition, the S-NES coprocessor has been specially designed to be able to recreate animation sequences. Because of the coprocessor's great speed, the S-NES CD-ROM will be able to display full-screen animations. Also, because of its speed, the coprocessor will be able to handle the tremendous number of calculations needed in fast moving 3-D polygon graphics (racing games) without bogging down (slowdown).

### "AN INCREDIBLE MACHINE"

While it is still way too early to say whether Sega or Nintendo will win the CD-ROM race (the quality, quantity, price and availability of software will determine who wins), analysts who know the market have gone on record in saying that based on specs and price, the S-NES CD-ROM will be "...an incredible machine..."

\* Figures estimates as of press time.



- A Variety of Countries to Choose From
- Yellow and Red Cards for Foul Play
- Your Goal is to Score the Cup
- 1 or 2 Player Game



World class soccer is coming your way. Choose among a variety of countries in your quest for the prestigious cup. Different teams and different players each have unique abilities. Sometimes you will have to choose between your heart and your head when choosing which team you will guide to glory and fame.

The fast pace, grueling action, and tough competition has made soccer the most popular game in the world today. Pretty passing, flying headers, bicycle kicks, slide

tackles, yellow cards and red cards are all part of the game. Watch out for your players becoming fatigued too. Sometimes fresh legs are better than your superstar.\*

If your passing game comes along you might be able to hit a bicycle kick or break a window. There's nothin' like playin' ball in the house. So, let the games begin.

**SUPER NINTENDO**  
ENTERTAINMENT SYSTEM

**TAKITO**  
THE ONLY GAME IN TOWN.

Taito and Super Soccer Champ are trademarks of Taito Corporation. Nintendo and Super Nintendo Entertainment System are trademarks of Nintendo of America Inc. © 1992. All Rights Reserved



# FUTURE PLAY

## NEW SOFT NEWS

With just a few agonizing weeks left until the 1992 Summer CES expo opens, the staff of the *Super NES Buyer's Guide* is eagerly awaiting the variety of new softs that will be seen for the first time at this industry hot spot. Many of the software titles listed in the following pages will be on display to the public for the first time at the CES, while still other titles will be premiered on the show floor - even to members of the gaming press! Of course, for those of you not fortunate enough to attend the CES show, you can bet that the *Super NES Buyer's Guide* will be there to snap pictures and give you the scoop on what's hot and what's not. The games that are listed below represent only a small sample of what to expect from the Summer CES. Here is the latest word:

American Sammy is currently working on Ultimate Football; Q\*Bert is making a 16-Bit comeback courtesy of NTVIC; Sofel is in the ring with TKO Boxing; Test Drive 2 is cruising your way from Accolade; have some robotic fun with Mech-Warrior from Activision; and Asclis is conjuring up Spellcraft.

Asmik is bringing Lennus to these shores; Blazoon is Atlas' new shooter; face hordes of nuclear beasts with Toxic Crusaders from Bandai; blast some smiley faces with Bullet Proof Software's expanded Faceball 2000; UltraBots is Data East's new robot simulation cart; make waves on super fast jet ski's with Kawasaki's Caribbean Challenge by Gametek and have a monster of a time with Shadow of the Beast from IGS. The Skins Game is a true test of golfing skills from Irem; Dragon Warrior becomes an Earth Quest and RoboCop 3 is coming from Ocean just in time for the movie release!

NCS RANMA 1/2		
CART SIZE	THEME	AVAILABLE
8 MEG	FIGHTING	NOW-JAPAN

In Japan, there is a movie series known as Ranma 1/2. It is the story of a young man, Ranma, who accidentally fell into a deep well where a girl had died. The spirit of this girl entered Ranma's body and whenever he gets wet, he changes into a woman! The story may sound strange but it is very popular



throughout Japan!

NCS is introducing Ranma 1/2 as a new fighting game similar to Street Fighter 2! You may choose from seven characters that are similar in skills to the Street Fighters, but rendered very differently.

Ranma male and Ranma female are here, as well as Kunoh, Genma, Kohchoh, Shampoo and Kodachi. There is also a way to become the characters Happy and Colon in the bonus rounds.

Two players can duke it out in a verses mode with each choosing his



favorite character, or go to a menu and you can fight as one character versus himself such as Genma vs. Genma contest that is pictured at the left.

If you would rather play a one player game, however, then get set for a tough challenge! You'll be challenged to a series of fights by your



schoolmates in a battle for honor. You can also play as Ranma male or Ranma female only! Once your gender is selected, take on each character one at a time, using your fighting skills and special techniques to defeat the opposition. It is not known whether or not Ranma 1/2 will come to the U.S.





# SIMPSONS MADNESS!

## ON NES, SNES & GENESIS!



Hey, kids! Help out your old pal Krusty the Clown! Rats have invaded my official Krusty's Fun House! The little varmints are everywhere! I need you to lead the filthy rodents to traps guarded by my loyal cadets, Bart & Homer Simpson, Sideshow Mel, and Corporal Punishment. Then we blow 'em up! We laser-blast 'em. We Krustinize the little stinkers!!! Hoo boy! Making Krusty's Fun House varmin-free is not a pretty task, kiddy cadets-but someone's gotta' do it!

**ACCLAIM**  
entertainment

**FLYING  
EDGE**  
A Division of Acclaim Entertainment, Inc.

TAKARA CO. OF JAPAN		
KING OF THE MONSTERS		
CART SIZE	THEME	AVAILABLE
8 MEG	FIGHTING	AUG.-JAPAN



Are you tired of the same old wrestling games? The carts that have simple punches and kicks just don't cut it anymore? Get set for a game of wrestling starring beasts of epic proportions in the new Super NES fighting game, King of the Monsters!



Pick from six monsters like a rock man, slime ball or, of course, a giant lizard! You and a friend can battle each other while slowly destroying the town, or you can team up and battle two computer controlled beasts. Use moves like a suplex, jump kick and power punch. Store



up power and you can attack with a special weapon!

Bring the town down with King of the Monsters.

KONAMI OF JAPAN		
PARODIUS		
CART SIZE	THEME	AVAILABLE
8 MEG	SHOOTER	JUNE-JAPAN

You have heard about the Famicom version, seen the PC Engine version, and now it's time to check out the latest version of Parodius for the Super Famicom!



Parodius is probably one of the best known of the Konami shooters. Originally introduced back in 1990, this shooter quickly reached the top of the Japanese charts!

Parodius for the Super Famicom looks similar to the recently released



PC Engine version, but the sounds have been noticeably improved. You may choose to pilot the Vic Viper, Twinbee, the Octopus or the Pentarou. The same levels and power-up selections are here as well. This version is sure to be a hit!



COMPILE OF JAPAN		
SUPER ALESTE		
CART SIZE	THEME	AVAILABLE
8 MEG	SHOOTER	NOW-JAPAN



From the creators of M.U.S.H.A. for the Genesis comes Super Aleste! Rocket into space on a mission of grave importance. The first wave of alien invaders have broken through Earth's Defense Forces. Luckily, there was a top secret mission already in progress to build the ulti-



mate fighter for heavy-combat situations. This ship is equipped with the latest in high-tech weaponry. Eight blasters are at your disposal and each one can be powered-up a total of six times for a whopping 48 different attacks! Not only do the weapons make Super Aleste stand



out above the rest, but each level contains Mode 7 effects that are guaranteed to make your head spin. Now available in Japan!



TRIFFIX		
SPACE FOOTBALL		
CART SIZE	THEME	AVAILABLE
4 MEG	SPORTS	JUNE



As time progresses, so do the sports. In the future, football no longer involves an entire team. It is just you and an opponent going one-on-one, screaming above complex playing fields on hovercrafts.

Triifix Introduces Space Football: One-on-One and it definitely stands



out above the rest!

The object is simple. Jet around in your hovercraft, attempt to catch the "ball" within the claws of the craft and fly into the goal. The first player to score five points wins and gets to advance to the next round. You can play against the computer, or



against a human with a split screen! The most interesting feature of SF is a playing field that scales and rotates just like F-Zero's tracks!

KANEKO OF JAPAN		
POWER ATHLETE		
CART SIZE	THEME	AVAILABLE
8 MEG	FIGHTING	OCT.-JAPAN

Your father was once a top street fighter known throughout Japan. During his last fight, he was ruthlessly murdered for defeating a street fighter from another land.



Ever since you were a child, you knew your destiny. Seek out this murderer and get revenge for your father's murder.

In Power Athlete, you must fight against nine of the champion's henchmen before facing the Boss!



The map screen shows your progress as you choose any of the stages to start on. Power Athlete had originally started out as a contest involving 1200 people that helped design the characters, moves and storyline!



KONAMI		
PRINCE OF PERSIA		
CART SIZE	THEME	AVAILABLE
8 MEG	ADVENTURE	2ND HALF '92



The story is familiar. Your beloved girlfriend has been kidnapped by a wizard who wants to make her his bride. There is only one man (can you guess who that might be) who can possibly save her from the wizard's evil clutches.

Prince of Persia is a side-scrolling



action game set in a creepy, old castle. Watch where you step because the wizard has strategically placed traps to halt your progress. The castle has so many floors and endless loops that it seems you will never save your video babe.

Prince of Persia features some of



the most fluid animations you are likely to see. The moves of every character seems nearly life-like as you progress through the game.

# DRAGONS & WIZARDS... OH MY!



## Features:

- Brilliant, Breath-Taking 16-Bit Graphics And Animation
- Battery Back-Up Stores Up To 15 Individual Games
- Booming, Orchestral Stereo Sound Heightens Game-Play
- 25 Unique Weapons, Armors, and Magical Instruments
- A Dramatic Storyline Of Epic Proportions



# WANDERERS FROM YS III<sup>TM</sup>



American Sammy Corporation

2421 205th St. STE D-104 • Torrance, CA 90501 • (213) 320-7167 FAX (213) 320-2597.

"WANDERERS FROM YS III" is a trademark of American Sammy Corporation, 1991.



LOZC OF JAPAN		
F-1 SUPER DRIVING		
CART SIZE	THEME	AVAILABLE
8 MEG	DRIVING	JULY-JAPAN



While not known to many American's, Aguri Suzuki is one of Japan's top F-1 racers. His skill on race tracks throughout Japan is nearly unbeatable, until you came along.

Presenting Aguri Suzuki F-1 Super Driving. In this new racing title, you can race against Aguri Suzuki and



win the title as Japan's top racer. In the main menu screen, you can choose from 16 different courses and look at local weather forecasts for the track on which you wish to race. Enter the settings menu and you can adjust items on the car like tires, chassis tuning, wing downforce



and even change engine types. Two players can also race at the same time too! F-1 Super Driving is the racing game for true racing fans!

KONAMI		
NFL FOOTBALL		
CART SIZE	THEME	AVAILABLE
N/A	SPORTS	NOVEMBER

There have been football games available for the Super Famicom before, but NFL Football by Konami shines brightly above the pack! If you are the type of person who



drools all over himself because of awesome Mode 7 special effects in games, then get some buckets ready because NFL Football employs these truly spectacular effects!

For instance, when the quarter-



back passes the ball to a receiver, the screen scales in and out to get a better view of the receiver!

NFL Football is also the only Super Famicom football game to have official teams and players as the characters.



JALECO		
SUPER BASES LOADED II		
CART SIZE	THEME	AVAILABLE
8 MEG	SPORTS	EARLY 1993



Hey sports fans! Super Bases Loaded 2 is here and it looks hot! While there may have been some initial problems with the original, Super Bases Loaded 2 has worked them out. What you can now expect is a fast paced, smooth controlling baseball game for all to enjoy.



SBL 2 has multiple views that show off all angles of the playing field like an overhead pitcher's view, behind the batter and a stats screen that shows batting order, whether the players are left or right handed, and even the batting averages.

Super Bases Loaded 2 also has a



two player versus tournament mode for even more incredible baseball fun. Super Bases Loaded is a Grand Slam!



## KONAMI CYBERNATOR

CART SIZE	THEME	AVAILABLE
8 MEG	SHOOTER	OCTOBER



Konami has been secretly working on a hot new shooter for the Super NES. In Cybernator, as it is now called, you pilot a futuristic cybernetic robot equipped with an energized power armor suit built from the world's strongest alloys. Face entire squadrons of huge enemy robots as



you fight your way through satellite orbits, the Earth's atmosphere, the Moon's surface and go down to the floor of the ocean. Watch the dialogue screens that provide messages, ongoing damage reports and information on new approaching attack waves. Do you have what it



takes to become a true Cybernator? Sign up now for Cybernator coming soon from Konami.

## NAMCO OF JAPAN SUPER BATTER UP

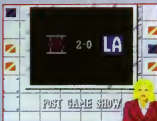
CART SIZE	THEME	AVAILABLE
8 MEG	SPORTS	OCT.-JAPAN

From the masterminds at Namco comes the hottest new sports game yet. Super Batter Up is grand-slam hitting action at its best.

Choose from 12 top teams, pick



the roster lineup, and hit those homers. Select from four stadiums, as a challenge to even the best players. Multiple views of the field include behind the batter, bird's eye, outfield and pitcher views. Select from five different bat weights and



step up to the plate. Watch yourself, though, because the pitcher can throw a variety of pitches your way!

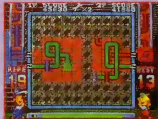
After the game, you can watch a post game show that highlights the hottest action of the game in an instant replay fashion!

### SELECT STADIUM



## BULLET PROOF SOFTWARE OF JAPAN PIPE DREAM

CART SIZE	THEME	AVAILABLE
4 MEG	PUZZLE	JULY-JAPAN

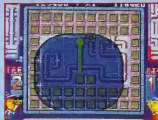


Plumbers never had it this tough before. Pipe Dream is every plumber's nightmare. The game is a one screen pipeline where you need to catch pipe pieces to connect broken pipes together. Sound easy? It would be if there wasn't a flood of water that will try to come through



the pipes.

The assortment of pieces used includes curved, straight and T-shaped pipe ends. You need skill and timing to match the pieces with the corresponding pipes before the flood occurs. If you manage to finish



a stage, you must complete longer and more complex levels.

Two players can battle it out to see just who is the best plumber!

# SUPER NINTENDO TRICKS OF THE TRADE

## THE ADDAMS FAMILY

By Ocean

**Secret Doors and Power-Up Room** - Once you start the game, go in the hall of stairs and proceed to the left. Once

you are past the last door to the left, push UP and there will be a secret door that leads to Pugsley's den. Go

through the second secret door and you will be "Behind the Stairs." The map below shows the power-up rooms.

Michael Semrad  
Milwaukee, WI



## ZELDA 3

By Nintendo

**Max Out Your Rupees** - When you are in the Light World, go into the "Lost Woods" and find the log shown in the pictures

below. Next, go inside the log and you will be in a room with a thief who lets you choose a chest for 100 rupees. Many

times, you will find 300 rupees in a chest. Go out of the room and repeat the process to max your rupees.



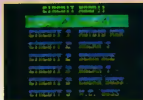
## SUPER SMASH T.V.

By Acclaim

**Circuit Select** - Have you ever thought that this game is just too hard? Well, there is now a circuit (stage) select in which

you can choose from any level - even the bosses! Go to the option screen and press RIGHT, RIGHT, UP, DOWN, R button, L button

and you will hear "Bingo." Choose one or two players and START. You will see a stage select screen to pick your level!



## CONTRA 3: THE ALIEN WARS

By Konami

**Double Weapon** - If you have a rapid fire control pad, you can do this trick. First, start the game and put the rapid fire on the X button. You will see the weapons at the top of the screen change back and forth very rapidly. Once you get two different weapons, you will see that you can use both of them at the same time. This will help you in defeating some of the tougher enemies and bosses throughout the game. The only weapon that this is not good with is the flamethrower, which will not respond to the trick in stages 1, 3, 4 and 6. It will, however, work in stages 2 and 5 because you will be able to see both weapons in each hand (at the same time) in the overhead perspective. Some of the most powerful combo weapons are the crusher/laser and the double crusher.



The two weapons (spread and laser shown here) will be alternating rapidly.



Once you get a new weapon, it will replace the old (spread and crusher shown).

## ZELDA 3

By Nintendo

**Chicken Attack** - Those poor chickens in the game, The Legend of Zelda: A Link To the Past (or Zelda 3) can take a lot of abuse. But push them too far, and you will be sorry! Corner a chicken and start slashing at it with your sword. Keep doing this and soon you will see many chickens flying at you from every angle. The difference between these chickens and the normal ones in the game is that these can hurt and kill you! This hilarious, but dangerous trick can also be done in the dark world with the "bony" chickens!



Attack, Attack...



Runaway, Runaway...

## SUPERSCOPE 6

By Nintendo

**Bonus 100,000 Points** - In the *Blastris* series, choose the game, *Mole Patrol*. Next, set the level of difficulty to MED. This

will put you in level 10. If you can make it to level 12 with a perfect score, you will see a small mole with a yellow cape flying in the

background. Once you shoot this mole, you will receive an extra 100,000 points.

Nick Lipari  
Grant, AL

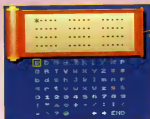


## THE LEGEND OF THE MYSTICAL NINJA

By Konami

**Super Passcode** - This passcode will start you off with Kid Ying and Dr. Yang in Warlock Zone 8 with maximum money and 16 ninjas. Now, you should have no problem saving Princess Yuki. The password is as follows:

\$BGWj 5h%Z+ %0Rmb  
72jxx =wjbb q#52x  
O%Z52 Vvj2d jd0jq  
WjqRj qJlh



## THE ADDAMS FAMILY

By Ocean

**Incredible Passcodes** - The codes below are a few combinations that will get you through the game in no time. At the title screen, go to the password option and put in these codes for a real boost in the game:

Justin Reber  
Manheim, PA

**&1RRL** - 36 lives, 3 hearts

**D9RZ8** - 46 lives, 4 hearts, Fester saved

**L6#GC** - 61 lives, 5 hearts, Granny saved

**B6KGB** - 62 lives, 5 hearts, Granny and Pugsley saved

**DGRGV** - 66 lives, 4 hearts, Fester and Wednesday saved

**3G9&3** - 64 lives, 4 hearts, Fester, Pugsley and Wednesday saved

**BLRXX** - 76 lives, 5 hearts, Wednesday, Pugsley, Granny and Fester saved





## ZELDA 3

By Nintendo

**Mad Bee Trick** - Go to the tree shown on the map below. Run into the tree using your Pegasus shoes. You will see that several bees will then come out. Use your net to capture at least one bee and put it in a bottle. Once it is in the bottle, take it to the nearest location with a chicken. Corner one of the chickens and let the bee go. It will not go after you, but it will sting the chicken and then leave.



## THE ADDAMS FAMILY

By Ocean

**Extra Lives** - This is one game that requires skill and agility to get far. Here is a simple password to get an amazing 99 extra lives! Go to the password option on the title screen and enter the numbers 11111. You will start the game in the hall of stairs and the counter will read 00, but after you die once, it will read 99!



## F1-ROC

By Seta

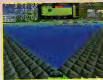
**Discover Hidden Course** - Choose "Start" on the title screen. Get past the player select screen and choose "Training" in the Config screen. When the course screen comes up, highlight and choose the MONACO course. Do all of the changes you want to your car and

then start the race. While you are racing, look carefully for a body of water that comes to a point between two gray barriers. Once you find this, get up to top speed (turn around and come back if necessary) and head for the water. If you place your car just

right, you will be able to run it on the water without falling in. Search for a significant opening from the water to the green grass. Once you get to this, you will see that it leads to a new course that is not even on the map!



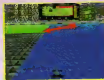
Look for water ahead...



...Head for the divider...



...Racing on water...



...Race to a new course!

Note: Trick works on preliminary version of game. Production copy may vary.



REVIEW CREW • COMING ATTRACTIONS • MEGA  
TRICKS • INTERNATIONAL • STRATEGIES • MEGA

FROM THE EDITORS OF ELECTRONIC GAMING MONTHLY...

6 ISSUE  
SUBSCRIPTION  
ONLY \$14.95

# MEGA PLAY

THE #1 ALL-SEGA VIDEO GAME MAGAZINE

Finally, a magazine made exclusively for owners of the Sega Master System, Game Gear, Mega CD and Genesis! Introducing Mega Play, the first full-color publication with all the tips, tricks, reviews and previews a Sega fan could ever want! Each bi-monthly issue is packed with behind the scenes info and photo-spreads of the latest 8-Bit and 16-Bit sensations. And since it is from the editors of EGM, you know Mega Play is a magazine you can trust! To get the most out of your Sega system, you NEED Mega Play!



- \* LEARN TRICKS AND SECRET STRATEGIES ON THE NEWEST GAMES!
- \* BE THE FIRST TO LEARN ABOUT THE NEW GAME SYSTEMS, PERIPHERALS AND ACCESSORIES.
- \* READ HONEST, HARD HITTING GAME REVIEWS FROM FOUR PLAYERS.

- \* GET THE FIRST INFO AND PHOTOS ON ALL THE NEW GENESIS, MASTER SYSTEM AND GAME GEAR CARS.
- \* FIND OUT WHICH INTERNATIONAL GAMES ARE HOT!
- \* PLUS PAGES OF GAME MAPS, DETAILED STRATEGIES AND MORE!



## I WANT MEGA PLAY!

PLEASE START MY INTRODUCTORY SUBSCRIPTION TO MEGA PLAY -  
THE ALL-SEGA GENESIS, MASTER SYSTEM AND GAME GEAR MAGAZINE!

NAME \_\_\_\_\_

ADDRESS \_\_\_\_\_

CITY \_\_\_\_\_ STATE \_\_\_\_\_ ZIP \_\_\_\_\_

\_\_\_\_\_ Payment enclosed \_\_\_\_\_ Bill me

Credit card orders: \_\_\_\_\_ VISA \_\_\_\_\_ MC \_\_\_\_\_ Card no. \_\_\_\_\_

\_\_\_\_\_ Expiration date \_\_\_\_\_ Signature \_\_\_\_\_

Please include \$14.95 for your subscription and mail to:

Mega Play, P. O. Box 7535, Red Oak, IA 51591-0535

For faster Service, Call toll-free: **1-800-444-2884**

Make check or money order payable to Senda Publishing Group, Inc. Canada and Mexico add \$20.00. All other foreign add \$35.00. Any US checks or money orders must be payable in US funds, and must be drawn on an American bank. American Express money order, or any other type of check or money order that would go through a US branch bank. Please allow 4-6 weeks for your first issue. Reasonably items will be mailed themselves.

# ULTRA PLAY

**SUPER NES  
STRATEGIES  
FOR WINNING  
BIG!**

## SUPER FILE

MANUFACTURER	FORMAT	DIFFICULTY
KONAMI	CARTRIDGE	MODERATE
AVAILABLE	MEGABITS	LEVELS
JULY	8 MEG	10
THEME	PLAYERS	% COMPLETE
ACTION	1 OR 2	100%

### 16-BIT

#### TURTLE POWER!

Here's more great coverage on what's sure to be one of the hottest Super NES games of the year. Get ready to take on the maniacal Shredder and his merry band of Foot Clan soldiers! It's a home game like none other before it, incorporating incredible graphics and outrageous music with solid game play from beginning to end. This cart is so good we had to blow it out and give you the maps, tips and super strategies that will have you playing like a pro from the very first time you pick up the controller! You must battle your way through 10 intense lev-

# TEENAGE MUTANT NINJA TURTLES IV TURTLES IN TIME

els of martial arts mayhem before going face to face with Shredder himself. This time, he has a few new tricks up his sleeve, including time-displacement fields that will warp our turtle heroes through time to face prehistoric foes! You will also be blasted into the future to fight against advanced weapons and turtle-traps. Take out that tinhead Shredder and do some recycling.



## A TRUE NINJA WILL MASTER THESE MOVES!



**Regular Attack**  
Just hit the Y button.



**Back Attack**  
Face away and hit the Y button.



**Whipit**  
Get close, then Y and Up or Down.



**Bulldozer**  
Dash and press the Y button.



**Snake Killer**  
Dash and press B, then Y.



**Jump Kick**  
Press B and then Y when standing.



**Flying Kick**  
Jump into the air, then Y.



**Foot Flinger**  
Dash and hit B and Y together.



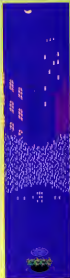
**Cannon Ball**  
Jump high and hit Y repeatedly.



**Box of Hard Knocks**  
Grab this icon and you'll get super power for a few seconds.



**Catapult**  
To launch the Foot Clan into the screen, get close and hit Y and Left or Right.



## SELECT FROM FOUR TOTALLY RADICAL REPTILES!



### Leonardo

Leo is the most balanced dude around. His spin move is vicious. Just hit B and Y simultaneously.



### Michaelangelo

Mike's at his best when just plain fighting. Check out his Far Flung Flying Fongula technique!



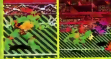
### Donatello

The reach on this guy is incredible! Don is slow, but tough. Try out his High Flying Kick in the Teeth.



### Raphael

What he lacks in defense, he makes up for in speed. Rely on his Super Bombastic Stationary Kick.



### POWER RATING

NA RA



### POWER RATING

NA RA



### POWER RATING

NA RA



### POWER RATING

NA RA



NA=NORMAL ATTACK, RA=RUSH ATTACK, ST=SPECIAL TECHNIQUE, D=DEFENSE, S=SPEED



### SCENE ONE:

#### BIG APPLE, 3 A.M.

- Off we go! This is the best level to get acquainted with the different moves and techniques. Try hitting the cones into the soldiers for a little help.
- Watch out for this huge metal ball. Look for the shadow on the ground to help you avoid it.
- Foot Clan will come out of the elevator shaft. Don't get the pizzas until you absolutely need it.
- Hit the barrel and run for cover because it will explode! Use this to help clear the screen of bad guys.
- Stay as far away from Krang as you can. Those rays will fry you.
- Again, don't get the pizza until you really need it.

### SCENE ONE



### BOSS ONE

Baxter is a total wimp. When he is in the corners firing his gun or using the extended arm, just do Flying Kicks and Cannonballs. When he lands, give the old faithful and he should buzz off in no time.



## SCENE TWO



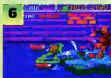
## SCENE TWO: ALLEY CAT BLUES

1. You can hit the fire hydrants and use the gushing water to knock out the Foot Clan. There are two of them in this level.
2. A Foot soldier will jump out of the sewer and throw the lid at you. Jump over it and take him out.
3. Get rid of these robotic pests by using Flying Kicks and Snake Killers. Get the pizza after you have defeated them.
4. Foot soldiers will jump out from behind the fence in large numbers. Grab one and Whipit, you will knock most of the others out.
5. Wait for the Foot Clan to come out of the building, then get the Box of Hard Knocks and demolish them.
6. Wait until the Boss comes out to get the pizza. Full life guarantees a good fight.

### BOSS TWO

It is time to meet Metalhead. His pattern is rather easy. He'll jump to the far right and then fire lasers across the screen. Jump over them and then jump back. Position yourself below the open sewer and slash him when he jumps to the left. You should be able to get in four to five good hits. Repeat this pattern until you try this totally lame turtle replica.

## SCENE THREE: SEWER SURFING



### BOSS THREE

The River King is not that tough of an opponent. Use regular attacks and you should do significant amounts of damage. He'll throw mines at you, but all you have to do is go all of the way to the top to avoid them.

1. This level is considered a bonus round. Try knocking off as many Foot Clan as you can. Blue soldiers will jump at you and try to slash you with a sword. A well timed hit will get rid of these pesky enemies.
2. Watch for the bamboo spikes that drop down from the ceiling. Stay far to the right to avoid them.
3. Be sure to collect the "?" marked boxes, there are pizzas inside. Avoid the mines by jumping over them.
4. Pizza monsters will jump out of the water. Hit them from behind for an easy kill.
5. Your bonus points will be tallied up and added to the score.
6. Now that the fun is over, it's time to meet the River King!

## TRY 2 PLAYERS FOR EVEN MORE ACTION!

It's twice the fun  
with two players  
battling together!



## SPECIAL MEANS OF SURVIVAL

Pick up these icons to increase your chance of survival. Pizza will refill your life and the other box will give you a super spin attack. Every 200 points, you're awarded an extra life.





## SCENE FOUR: THE TECHNODROME

1. Again, use Flying Kicks to get rid of the robotic pests.
2. Mousers will crash through the window. A Special Technique, or a Snake Killer will take them out.
3. Don't get the pizza until you really need it.
4. Get the Box of Hard Knocks icon and wipe out the Foot Clan.
5. Save the pizza as a last resort.
6. Use Flying Kicks for best results.
7. One well timed Special Technique should demolish the Mousers.
8. These Foot Clan have nun-chucks, use Snake Killer to dust them.
9. These soldiers have shields. The only way to hurt them is to use Bulldozer, or attack them from behind.



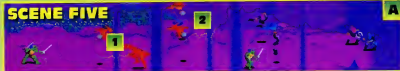
### BOSS FOUR-ONE

Use Bulldozer and regular attacks to take out these slow witted osfs. Watch out for the green rays blocking the doors, they will zap the life out of you.



### BOSS FOUR-TWO

In the hard mode, the Foot Clan have shields and you must Bulldoze them in order to throw them into Shredder. On the other difficulty settings, they are normal. Just hit them once and then you can toss them at Shredder. Watch out for the machine guns that Shredder fires.



### BOSS FIVE

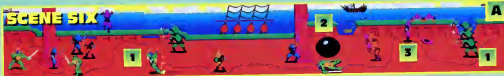
Slash is one of the toughest bosses in the whole game. He is virtually impossible to hit from the front. The best strategy to use here is to stay in one spot while he jumps, get behind him and then use regular hits. Don't let him back you into a corner, or you'll be sorry. When he tries to roll into you, just do Flying Kicks to counter his attack.



## SCENE FIVE: PREHISTORIC TURTLESURUS

1. Watch out for the stampeding dinosaurs.
2. Pterodactyls will drop Foot Clan and bombs.
3. Watch out for falling spikes. The Rock Men can easily be defeated with regular attacks.
4. Wait for a large group of enemies before getting the Box of Hard Knocks.
5. A large stampede of dinosaurs will go by here. Be prepared to jump.
6. Get the pizza right before you fight the Boss for the best results.





## SCENE SIX: SKULL AND CROSSBONES

1. Watch out for booby-trapped planks in the deck of the ship. If you walk over them from any direction, you're history.
2. The ship, in the background, fires huge cannonballs at you. Look for the shadow to avoid the oncoming rounds.
3. Wait until the archer Foot Clan are on the screen and then get the Box of Hard Knocks.
4. Watch out for the bomb throwing Foot Clan and go for the pizza, but only if your health is low - save it for the Boas.



## SCENE SEVEN: BURY MY SHELL AT WOUNDED KNEE

1. Knock the barrel over to get rid of the first two Foot Clan very quickly.
2. More soldiers will arrive by riding horsea and leaping onto the train. Some of them have chains and bombs. Use the Whipit for best results when there are three or more enemlea gathered around you.
3. These Foot Clan will disguise themselves as coat racks. Nice try, but it's time to hang them out to dry. More soldiers will have chains in this area.

4. These Rockmen are carrying gird-era. Use Bulldozer and regular attack aggressively to get rid of them.
5. Jump over the barrels that drop down. Wait until you've jumped over the barrels to get the pizza, just in case you get hit.
6. Here is where you will be ambushed by a large group of Rockmen. When there are three or more gathered, hit the box of TNT to turn them into dust in the wind.
7. More barrels to jump over. Happy Happy, Joy Joy!
8. This pizza will help out greatly as you fight the boas. Charge up and then go for the boss.

## BOSS SEVEN

Leatherhead is kind of tricky, but an easy boss to beat nonetheless. Stay below him and use regular attacks to back him into the corners. He'll get down on all fours and try to rush you. Jump over and Bulldoze him. Then come back with four or five solid hits before he rushes again. He will try all kinds of nasty tricks, so be careful. Watch out for that tail!





## SCENE EIGHT: NEON NIGHT RIDERS

1. The main object of this round is to destroy as many Foot Cien as possible.
2. Don't let any of them slip by. It is best to stay towards the middle of the screen.
3. The yellow circle with the "?" on them are filled with pizza. Be sure to collect as much as you can. Watch out for the electric mines, however, that encircle the pizza.
4. Try to knock out the helicopter with Flying Kicks and Cannonballs.
5. Your bonus points will be tallied up end added to your score.
6. The easy part is over, now it's time to meet Krang.



### BOSS EIGHT

His menacing appearance is only a deception. All you have to do with this big boy is get him on the right or the left of the screen and use rapid regular attacks. Watch out for hail from above, as well as his missiles.

## SCENE NINE



### BOSS EIGHT

Krang will make a final appearance in his souped up flying seucer. He can encase you in a bubble, or send 1500 volts through you - so be careful. Use regular attacks and Flying Kicks. The cannonball is very effective, as well. Stay on your toes here.

### SCENE NINE: STARBASE

1. Destroy this laser cannon with one solid hit.
2. This Box of Hard Knocks will help against the Rockmen and the gangs of Foot soldiers.
3. Foot Cien will ambush you from out of the wells.
4. Get the pizza, but avoid the blue beams - or else.
5. Jump over the giant bells. They come towards you as you walk by, so (again) be careful.
6. Repeat the advice of step 2.
7. Watch out for the wall sockets. Large beams of electricity shoot out from them. Avoid it at all costs.
8. This pizza should help you get through the Rockmen that appear before the Boss comes out.



## THE SUPER SHREDDER

Shredder can literally mutate you back to your original form and take your life in one hit. His pattern is easy to detect. Always make sure that you are one step below him. After he launches his special attack, move up to his level and use rapid regular attacks. Do not attempt this maneuver

after he uses fire, or you'll get a major hot foot. It takes patience to recycle this tinhead. Stay away from his mutant fireballist!!!



He can give you the major hot foot with fire...



or freeze you in your tracks with an ice ray...



or mutate you back to your original form.

# ULTRA PLAY

## SUPER NES STRATEGIES FOR WINNING BIG!

### SUPER FILE

MANUFACTURER	FORMAT	DIFFICULTY
JALECO	CARTRIDGE	AVERAGE
AVAILABLE	MEGABITS	LEVELS
APRIL	8 MEG	6
THEME	PLAYERS	% COMPLETE
FIGHTING	1 OR 2	100%

### THE LAST STRAW

In Rival Turf, you are either Jack Flak, all-around good guy, or Oswald "Oozie" Nelson, veteran police officer. Your mission is to search for Heather, Jack Flak's girlfriend, and defeat Big Al and his Street Kings.

Oozie has learned that Big Al's hideout is somewhere south of the border, so he and Jack head over to the Street Kings hangout, the Sports Stadium. There, they hope to learn more about Big Al's operations and the secret location of his hideout. If they want to rescue Heather before Big Al gets away with her, they will need to go deep into their Rival Turf!

### THE STREET KINGS!

The thugs are the main body of Big Al's gang, the Street Kings. They do all of the grunt work of each area Boss, and sometimes

they even do some damage. At any rate, these are the guys you need to go through before you can confront each area's Boss.



BULLET



KATO



CASE



GORO



REGGIE



WARRIOR



SKINNY



DINGO



BUTCH



ARNOLD



LOUIE



GIGANTE



# RIVAL TURF!

## GATHER THESE POWER-UPS TO SURVIVE BIG AL'S GANG WARFARE!

Throughout Rival Turf, you will confront numerous hordes of Big Al's ruthless crime syndicate members. Along the way, you will see barrels, boxes and cans that you can break up to reveal the power-ups inside. Food icons will restore life. Weapon icons will increase your attack power.

### BASEBALL BAT



The Baseball Bat can be used as long as you like. Batter up!

### BAKED CHICKEN



Baked Chicken restores all of your life.

### KNIFE



The Knife is held and used as long as you don't throw it.

### ROCK



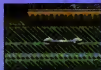
The Rock is used a limited number of times on the enemy.

### SUSHI



Sushi revives 1/2 of your falling health.

### WRENCH



The Wrench can't be thrown, but you can swing it like a bat.

### BRICK



Like the Rock, the Brick can only be used a few times.

### HOT DOG



The Hot Dog fills 1/4 of your life bar.

### HAND GRENADE



The Hand Grenade is used once. Toss it at a distant enemy.

### DYNAMITE



Like the Hand Grenade, Dynamite has one use.

### SODA POP



Soda Pop fills only 1/8 of your life bar.

## THE STREET KING BOSSES!

### GENIE



Genie totes the Sabre, and he isn't afraid to use it in Levels 1 and 6.

### CAPTAIN



Captain once ruled the open seas, but now he takes orders from Big Al.

### SLEDGE



Sledge likes to rap and breakdance on your head! His goons will be near.

### ICE MAN



Ice Man is the money man behind Big Al's operations in Levels 5 and 6.

### SLASHER



He is a masked warrior who loves to body slam! He is in Levels 3 and 6.

### BIG AL



Big Al lives up to his name, and isn't afraid to do some dirty work himself!



## LEVEL TWO: THE CITY STADIUM

The first round of Street Kings didn't surprise Jack or Oozie at all. Now they are more determined to wipe out the Street Kings once and for all. The clue they discovered leads them to the City Stadium, the favorite hangout of the Street Kings. On your way, you will be attacked at the stadium by goons slightly stronger than the first wave. Here, you will meet up with Reggie, a distant cousin of Skinny, and his dynamite tactics.

Arnold tries to steal the show deep in the locker room. After you clean

up the locker room, head after the rest of the gang into the parking garage and take on Sledge, the Boogie King of Rap. Sledge is constantly listening to hardcore rap music and dancing to the beat. Don't let his talent keep you mesmerized, however; Sledge is one of Big Al's top bosses assigned to keep the drug traffic flowing through downtown. His breakdancing is lethal to any fool who dares to come close. If he gets in trouble, his goons will drive up in a 1965 Cadillac and help.



*Sledge has two fatal weaknesses. One, he is easy to throw. Number two, if you keep the fight in the center of the screen, Sledge will be flattened by his own Cadillac!*



## LEVEL ONE: THE POLICE STATION

Jack and Oozie have searched through all of the police files and finally, they have a major clue to the secret whereabouts of Big AI's hide-out. The news spreads like wildfire through the underground grapevine,

and Big AI sends his first wave of goons to take out Jack and Oozie before they get started.

These thugs are simple to defeat. In fact, they don't put up much of a fight, with the exception of Skinny.

He is a more formidable adversary than Genie, the Boss of this level. Skinny can kick away half of your energy before you jump into angry mode. Jump into Skinny and perform a throw the instant you land.



To take out Genie, walk up to him and toss him in the turf. He moves slowly, so you should be able to keep on throwing him until he's history.



Slasher is easily beaten if you remember one key tactic - throwing enemies does damage to other enemies in your way. Keep on tossing!

## LEVEL THREE: THE SKYSCRAPER

Get ready for the longest stretch of fighting action yet! Jack and Oozie are making their way through a rough neighborhood on the south side of town. Soon, they come upon a stretch of thugs twice as powerful

as any they have defeated before! Kato and Gigante have a field day here, grabbing Jack and Oozie at every chance. To defeat Kato and his cousin Goro, let them jump kick and grab them as they land. They

will not be able to attack you for about one second. Anyway, soon you come upon the service elevator of a large skyscraper with Big AI's helicopter and his professional assassin, Slasher, on the roof.





*The Ice Man is slick on his heels and in his business suit. Move in for the easy score when he twirls past you, or just wait until he kneels from exhaustion. It's a good thing there's no timer!*



## LEVEL FIVE: THE SOUTHERN PORT

After cleaning the jungle of scum, you head directly to the nearby port to flush out Big Al. Here, you find Big Al's smuggling operation moving full force! Of course, his henchmen are

everywhere, as well as his right-hand man, the Ice Man. (They don't call him Ice Man for nothing.) His cool moves have nearly iced more foes than Big Al himself! Look out!







*The Captain is nearly invincible when he charges. He likes to grab you and smash you to the ground, so take him on in the air! Jump kicks work wonders on him!*

## LEVEL FOUR: THE SOUTHERN MOUNTAIN

Jack and Oozie hop a ride on the skyscraper chopper and end up deep in the jungle when it crashes. Big Al's creeps are waiting for you there when you emerge from the

wreckage, so get your fists up and move! Goro is nasty here, since he loves to throw you. Reggies and Skinrys are tossing dynamite, too, so watch out for incoming charges.



5-2



## LEVEL SIX: THE HIDEOUT

Big Al is waiting! Along the final trek, you will be forced to fight Al's toughest goons, including Genie, Slasher and the formidable Ice Man! The same strategies apply, so fight hard! Wait until Ice Man kneels before attacking. He cannot be approached otherwise.

6-2



*Finally! Big Al is here, and it's time for the final showdown! Hit him where it hurts and toss his henchmen to him. Also, the jump-throw technique will work well. Big Al is deadly in the air, so stand clear! Good Luck!*

6-4



# SUPER DOUBLE DRAGON

## SUPER FILE

MANUFACTURER	FORMAT	DIFFICULTY
TRADEWEST	CARTRIDGE	AVERAGE
AVAILABLE	MEGABITS	LEVELS
UNKNOWN	16 MEG	7
THEME	PLAYERS	% COMPLETE
FIGHTING	1 OR 2	UNKNOWN

## DOUBLE TROUBLE!!

The Double Dragon series has finally been translated for the Super NES and it was worth the wait. The action is in the usual Dragon style, from the two player simultaneous mode to the familiar ugly, enemy faces. Yet, there are plenty of new additions to this old format.



Game play is very similar to the previous Double Dragon series. By using different button combinations, you can make use of an incredible array of special moves.



Most of the enemies will be familiar faces to Double Dragon fans, but don't be surprised when you face plenty of new thugs throughout the martial arts mayhem!



## LOTS OF NEW MOVES TO CHOOSE FROM!!



Jump Kick



Front Kick



Head Banger



Foot Stomp



Knee Crunch



Hair Whip



Shoulder Toss



Hair Throw



Flying Kick



Shoulder Throw



Roundhouse Kick



Flying Back Kick



*It's time to take to the streets for some fist to fist action. Use level one to become familiar with the players and the controls.*



As you make your way through the fun-filled casino, you should be familiar with the enemies and their techniques. Using the correct combination of moves on certain enemies should make beating the levels a cinch, right? Wrong! The moves will actually change during the course of the battle!



*Once you have made it this far, pat yourself on the back because the fun is just beginning! Enter the training camp for some R&R!*



*While passing through the streets of the city, prepare yourself to do battle at every turn. Be quick and stay on your toes!*



*It is here you'll learn a new definition of pain, as martial arts masters attack without hesitation from every side!*



*As you approach the end of the street, you will notice a stairway going up and down. Who knows what might be lurking here?*

Inside one of the buildings is a huge gambling casino. While inside, you will probably discover that gambling for money isn't the only thing that goes on in here. While walking through the place, you will soon find out that you are not welcome at all! Get set for some rough punks out to ruin your day!



*After the training camp, you'll run into a hidden airplane runway that will lead you directly to the head honcho's headquarters.*

The final frontier! Once inside the Boss' lair, the fun really begins. After being pummeled by thugs and hoodlums, would the Dragon Brothers be asking if it was all worthwhile? With the Boss' domain in sight, the action will heat up even more as you battle for your girl during the climactic final fight!

## LET THE BATTLE BLAZE!

Who could know that a peaceful gladiator competition would be the setting for releasing impending doom? Once an announcement of such a competition was released, a warrior from each realm decided to compete. At the same time, a devil from another world needed a total of five spirits to be released from captivity. Thus, he placed spirits in the warriors to control their actions! As a result of being possessed, the

father of Kerrel (our hero) committed suicide to defeat the devil. Kerrel decided to kill the rest of the spirits in the name of his father. Battle Blaze is a one or two player fighting simulator that contains plenty of action and is fun.

# BATTLE BLAZE



### KERREL



**REALM** - Virg

**WEAPON** - Long Sword

**SPECIAL** - Inferno Flash

Out to avenge the death of his father, Kerrel has some moves that will make the mightiest of warriors quake. Moves like the hurricane kick, leg swipe and a powerful thrust known as the Inferno Flash can bring any enemy to his knees. Only you can utilize this weapon.

SUPER FILE		
MANUFACTURER	FORMAT	DIFFICULTY
AMERICAN SAMMY	CARTRIDGE	MODERATE
AVAILABLE	MEGARITS	LEVELS
JULY	8 MEG	5
THEME	PLAYERS	% COMPLETE
FIGHTING	1 OR 2	80%

### TWO PLAYER COMBAT!



There is a two player versus mode for added pleasure!



**INFERNO FLASH** - When up close, push forward and Y to freeze your opponent and stab him with your sword.

## TESYA



**REALM** - Jokalam

**WEAPON** - Twin Dagger

**SPECIAL** - Death Kiss

Tessa is probably the fastest character in this cart. Her special skills of quick death are comprised of slide kicks and a spinning reverse heel kick known as the Ferry Dance. Yet, her most deadly asset is when she leaps upon her victim and repeatedly stabs him!



**DEATH KISS** - Get in close, press forward and Y to jump onto an enemy and start hacking at his chest with a dagger!

## LORD GUSTOFF



**REALM** - Gromoor

**WEAPON** - Morningstar

**SPECIAL** - Big Bang

This guy is bulky and slow by appearance, but should you let your guard down, you will end up with a mace in the chin! Gustoff can launch his morningstar at you, do a powerful and painful body toss, or use a super upswing with his weapon.



**BIG BANG TOSS** - Move in, then press forward and Y so that you can grab a guy from the feet and fling him far!

## ADRIK



**REALM** - Nexus

**WEAPON** - Hell Blade

**SPECIAL** - Hell Blizzard

Never trust a guy whose sword is larger than you are! Adrik can perform the most devastating attacks at lightning speed! His Hell Blizzard will have him fly at you like a buzz saw. Let's not forget that he has a really nasty reach with it! It is best to strike at a distance!



**HELL BLIZZARD** - Get close, push forward and Y to become a "human radial saw." It's a great move!

## SHNOUZER



**REALM** - Artec

**WEAPON** - Thunderclaw

**SPECIAL** - Lightning Flash

You better have a biscuit to give this grunt! Shnouzer's speed almost matches Tessa's; plus, there is that ravenous offense he utilizes! His attacks range anywhere from a powerful Slash of lightning to the ability of transforming into a wolf and lunging at you!



**LIGHTNING FLASH** - Move close, press forward and Y to pump your enemy full of energy. (Talk about static!)

Last, but not least, is the devil himself! This dark presence that has let loose the five spirits into the humble contestants. Yet, who and where is he? That's your job! When you do find him, be sure to have your wits about you! This guy has a whole array of attacks from stretching limbs to a whip tail! In addition, he also can do a special move where he gives you a



fierce uppercut that sends you into the air! Then, he disappears - only to reappear right above you (while in the air) and smash you into the ground! His response time towards your attacks is also incredible, giving you little time to think of what is going to be your next attack! The time to avenge the sad death of your father has come!

SUPER FILE		
MANUFACTURER	FORMAT	DIFFICULTY
SONY/IMAGESoft	CARTRIDGE	HARD
AVAILABLE	MEGARITS	LEVELS
2ND HALF '92	8 MEG	10
THEME	PLAYERS	% COMPLETE
ACTION	1	100%

## "I CAN FLY!"

Enter the realm of Nevernever Land, a place where time is at a stand still, and every season of the year can happen simultaneously! Happily, this hit movie place will soon grace the Super NES!

Peter Pan has grown up and is now a businessman with a wife and two children. He has forgotten his past, including his original confrontation with the nasty Captain Hook.

Hook learns of Pan's new position and kidnaps Peter's two children, Jimmy and Maggie! Soon, Tink comes back to return Peter to the land of the Lost Boys (a gang of imaginative survivors) who all work to restore Peter's memory and enable him to defeat Hook, again!

Get ready for the adventure of a lifetime! Fans of the movie will recognize the themes and characters instantly. They will also be pleased to know that the levels here are HUGE, presenting many different routes and beautiful backdrops! Put an end to the evil in Hook!

## MEET THE CAST!

### RUFIO



### HOOK



### TINKERBELL



### POCKETS



### THUDBUTT



### PETER PAN!



## THINK HAPPY THOUGHTS AND...



Flying is one of the main parts of the game. You need to sail across a treacherous waterfall in level four. Do not forget to watch your flight meter!



## A SLEW OF POWERFUL WEAPONS!



The sword is the most powerful weapon. You can attack from a distance, but if you get hit, it is lost.



The most common weapon you have is the dagger. It's best for short ranges, but it does the job.



You can find 1-ups hidden in all parts of the level. Sometimes you can find 3-up loops for infinite lives!



Leaves give you an extra container of health, so you can survive longer. They are difficult to locate!





YOU SHALL SOAR TO NEW HEIGHTS!



Not only will you be flying in the levels, but sometimes the Bosses will be airborne - like this mini-pirate ship that flies in the air! Master your flying skills and you will be victorious!



In level one, you will need to prove your worthiness to the entire gang of Lost Boys. As you proceed, the climate will change dramatically! (It's just like the movie!) Once you defeat the Lost Boy clan, you will need to face off with Ruffo - who has your sword and believes he is your replacement!



**LEVEL TWO:** This represents only a portion of the entire level! You have the option of trying your luck by searching either over or under bridges. You can also enter the trees where all sorts of hidden items are waiting for you to get your fun-loving hands on. The main action, however, is found up in the trees, where you must deal with several different types of pirates ranging from expert swordsmen to clever little archers. Be careful, at the end of the level, Smee is waiting!



Head up the hills and take out the pirate forces that live in this area. Many different kinds of baddies can be found here, including barrel-rolling pirates. Others nasties toss gigantic boulders at you and there are several giant plants that - when triggered - will snap at you. Fortunately, there is no Boss to be found!



## JUST CLOWNIN' AROUND!

Hey Kids! It's your old pal Krusty and I seem to be in quite a jam! You see, my funhouse is being overrun by rats and I need your help to get rid of these pests! I have also recruited Bart and Homer, plus Sideshow Mel and Corporal Punishment plan to lend a hand in ridding me of these rats.

Krusty's Super Fun House is an action game starring Krusty the

Clown from the hit television series, The Simpsons™! To rid the Fun House of rats, you must pick up various blocks and place them in front of the rats to guide them to their impending doom. The idea sounds simple, but there is plenty of challenges here.

The levels are set in different places within Krusty's Fun House. The unique quality of Krusty's Super Fun House does not wear thin because the levels are always different and the many ways to get rid of the rats are always amusing!

## SUPER FILE

MANUFACTURER	FORMAT	DIFFICULTY
ACCLAIM	CARTRIDGE	MODERATE
AVAILABLE	MEGABITS	LEVELS
JULY	8 MEG	8
THEME	PLAYERS	% COMPLETE
ACTION	1	100%

Okay kids, Krusty needs you now more than ever. If the rats are not cleared away, The Krusty the Clown Show could really become a rat race!

## HOW TO BUILD A BETTER MOUSETRAP!!



Bart bashes them in Stage 1.



In Stage 2, Homer zaps the rats!



Sideshow Mel pops them in Stage 3.

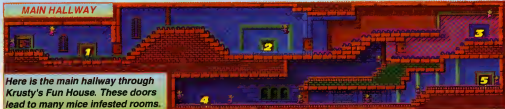


Corporal Punishment eats them in Stage 4.

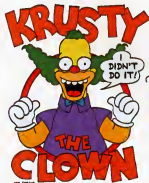


In Stage 5, Bart runs them in a strainer.

### MAIN HALLWAY



Here is the main hallway through Krusty's Fun House. These doors lead to many mice infested rooms.



# KRUSTY'S SUPER FUN HOUSE



MATT GROTHING

## STAGE 1

Stage 1 is a good place to get used to the action. There are not many mice to trap and the path that leads to the trap is not very difficult. There are a lot of extra lives throughout these levels, so take the time to explore all of the areas! Bart Simpson is waiting to trap those pesky rodents!



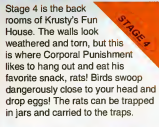
## STAGE 2

Stage 2 is set in the inner workings of Krusty's Fun House. There are steel pipes that send rats everywhere in these rooms. The martians are a new threat to you because they shoot laser beams. This time Homer Simpson is at the controls of the deadly rat zapper!



## STAGE 3

If there was ever a strange stage, it would have to be Stage 3. Flying pigs are always buzzing overhead and the mice now have a new threat, Sideshow Mel. As they enter the trap, Mel fills them with air and pops them! These levels are a bit more difficult than the first two.



## STAGE 4

Stage 4 is the back rooms of Krusty's Fun House. The walls look weathered and torn, but this is where Corporal Punishment likes to hang out and eat his favorite snack, rats! Birds swoop dangerously close to your head and drop eggs! The rats can be trapped in jars and carried to the traps.



## STAGE 5

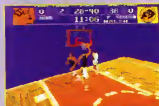
Stage 5 is by far the most difficult. All of the enemies from previous levels are here to wreak havoc on your plans. Bart makes another appearance at the controls of the mouse strainer machine. The paths to the traps are very complicated and require plenty of thought if you are to rid Krusty's Fun House of every rat!



# NCAA Basketball



Choose your conference. Each one has seven or eight teams, so there is something for everybody!



Jam that ball! The sounds from the slam dunks are truly impressive. They will give you a rush!

## B-BALL MADNESS IS BACK!

If basketball is in your system and March madness made you crave more, then the guys at HAL America have got just the ticket for you.

NCAA Basketball is truly an impressive basketball cart that's more than just a game. It's an event! With 3-D graphics, you'll feel like you're running down the court, passing the ball and slamming it home for a quick two points.

The most important thing for a sports game (or any game for that matter) is how much control you have over the action. NCAA puts you in total control! You can actually



Know your team! Get the statistics for the year, including player names, heights and grade levels.



You are going to need all of the concentration you can muster for these two points from the line.

call your play as you are running down the court and change it while going to the basket to loosen up the defense. You maintain the same play mechanics for your defense as well. For even more control, a "coach's screen" allows you to develop a basic game plan and an overall strategy as well as switch player configurations for man to man competition. You can also choose whether to fastbreak or crash the boards while making substitutions as players go from fresh and sharp in their skills, to tired and weak in their abilities.

Even the fans get into the action in NCAA! Look for cheers and chants when playing at home, and boos and jeers while you're away!



Here are your offenses and defenses. Call the play while running up the court without an interruption in the action!

SUPER FILE		
MANUFACTURER	FORMAT	DIFFICULTY
HAL	CARTRIDGE	MODERATE
AVAILABLE	MEGABITS	LEVELS
JUNE	8 MEG	N/A
THEME	PLAYERS	% COMPLETE
SPORT	1 OR 2	100%



Some views from the left side of the court show the full court range. Lucky shot for the three!



If you expect to get home court advantage (which you want), you had better not lose.



You made it! Here is Colorado (the Cinderella team) versus Duke for a battle to victory.



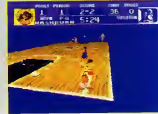
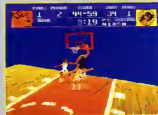
These are views from the center of the court. Call your play as you run the behind the back jam!



Welcome to the Eastern Regionals. To get here, you must win both sub-regional games.



Who would have guessed it? You won! Now, everyone in the free world adores you!



Here is a view from the right. Get out of the backcourt before 10 seconds, or turn over the ball.



Now you are going places! The pressure is on when you are one of the Final Four. Get tough baby!



As a bonus, when you win the Championship Game, you get a history lesson on basketball!

# Wings II Aces High

## SUPER FILE

MANUFACTURER	FORMAT	DIFFICULTY
NAMCO	CARTRIDGE	AVERAGE
AVAILABLE	MEGABITS	LEVELS
FALL '92	4 MEG	N/A
THEME	PLAYERS	% COMPLETE
SIMULATION	1	90%



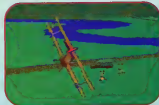
Dogfights are a blast thanks to the great Mode 7 effects and realistic sounds.

### POWER UP YOUR PILOT!

John Hargreaves



After each successful mission, you are given the opportunity to power-up your pilot's abilities.



Strafing missions require a lot of skill because you must fly low to attack the enemy.



If you make even the smallest mistake, you might end up like this!

## THE KILL



Go after the enemy with your guns-a-blaazin'! Realistic flight and fight action keeps you busy!

## Take to the Skies

Hop into your trusty Sopwith Camel and head for the big, blue sky with Wings 2 from Namco! Prepare to be overwhelmed by the spectacular Mode 7 graphics, high quality game play and adrenaline pumping music.

There are a variety of missions that you will be required to undertake. In the bombing missions, you must look for your assigned target and drop your payload to destroy it. Then, in the dogfight missions, you must defeat enemy Aces with some skillful shooting and aerial maneuvers. Finally, for strafing missions, the object is to fly low and destroy the ground targets with your machine guns. This is easier said than done due to the heavy barrage of ground fire you must avoid at all costs!

Get into the cockpit with Wings 2 from Namco and fly to victory!





If you are killed in action, you are honored for your valor by a memorial picture and medals (sniffle, sniffle).



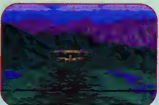
Search out and obliterate your assigned targets in the bombing missions. You will be scored on how many you destroy.



Go get 'em! Chase down the enemy planes and engage them in battle over the scenic landscapes.



Tanks are one of the various types of enemies that you will encounter in your strafing runs.



Fly into the sunset with a victory under your belt. Use the password mode to save missions.



Take care to watch your angle-of-attack. If you climb too high, you will stall and plummet to Earth!

## DRAMATIC SCALING EFFECTS!



Truly incredible Mode 7 effects put you in the cockpit of a World War I Sopwith Camel. Awesome!

## OOPS!!

Uh-Oh!!

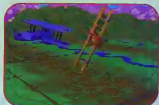


Death from above (and below!). Be careful not to be too overzealous when bombing the enemy.

### SELECT YOUR PILOT

- ☒ Marcel LeBlanc
- Sean Maloney
- John Hargreaves
- Charlie Dexter
- Lawrence Wolfe

Select your pilot from among the best that the allies have to offer. Each has his own personal story.



Whoa! Watch out for the enemy at all times, or you will have a collision. Use the joystick to control your flaps, angle and speed.



To help you locate your target, you are given an aerial photograph. Study it before leaving.

# Magic Johnson SUPER SLAM DUNK



*It is going to get crowded by the hoop, but you can make it. (That's why you get the big bucks guy!)*

## We're Not Talking Donuts Here!

You can add Magic Johnson's name to the long list of celebrities who will be coming out with basketball games this summer. Virgin Games and Magic Johnson team up to bring you Super Slam Dunk. It is a classic basketball game displayed with a variety of half court ceiling camera angles.

You can choose from any team in the NBA, or choose the All-Star game for hot b-ball action. If you decide to enter the playoffs, you can choose from a preselected random field of teams (or keep resetting the game until you find the team you



*Welcome to the stadium! You receive this first class look from the balcony before you start.*



*Playoff pressures! Choose a team for the playoffs (from a random selection) and go for the prize!*



*Stuffed back at you! If you think you can waltz in and play an easy game, you're in for a surprise!*

want) and go for maximum intensity.

The graphics look fairly simple until you see the "no look, behind the back" passing that goes on. There is also a multitude of shots ranging from hook shots on the free throw line to the spectacular spinning and diving super slam dunks. The creators have added a little timing to the shots as well, and it is not one of those "get near the hoop and always make it" games either. You have to work for everything you get on this court.

In terms of interaction, the computer is always a part of this game! If it is not blocking your shots or stuffing your dunks, then it is stealing the ball right out from under you. Take refuge in knowing you can do the



*Set up tonight's game. All of the NBA teams are here as well as the all star team!*



*You do n't see this everyday! Some players use a hook shot for their free throws. How cool!*



*If all else fails, go for three! Basketball is not won by dunks alone. It is important to use your guards.*

same things to your chip competitor. If you think you will need a referee to look after all of this blocking, spinning, stuffing and jamming, you are right. There's one right on the court to provide all the calls and keep the action moving.

Take your chance to play with pros this summer when Super Slam Dunk debuts to deliver a new breed of video basketball!

## SUPER FILE

MANUFACTURER	FORMAT	DIFFICULTY
VIRGIN	CARTRIDGE	MODERATE
AVAILABLE	MEGABITS	LEVELS
JUNE	4 MEG	N/A
THEME	PLAYERS	% COMPLETE
SPORTS	1 OR 2	80%



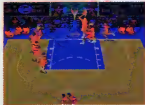
*Here is a man above the crowd! Slam it in over their heads and prove you know how to win.*



*This is a sure-fire recipe for a two point jam. You're in the spotlight now so do it with style!*



*Now this is a crowd scene! You may think you are in a riot, but it is just the NBA. Get in there!*



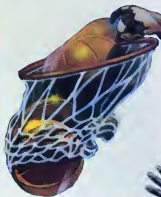
*Spinning along for a baseline jam is one of the most spectacular plays here. Try it - you'll like it!*



*The man-to-man coverage is tough. If you can get away from this defense, it is two for you.*



*A two fisted power slam and rim hang! What a show, this is basketball we all love to see!*



*Out of the pile for the left handed lay-up! Zig and zag until you get free. Then, look out!*



*You rarely see this left handed fly-ing slam dunk except at the All-Star game. Way to go dude!*



## SUPER FILE

MANUFACTURER	FORMAT	DIFFICULTY
CAPCOM	CARTRIDGE	AVERAGE
AVAILABLE	MEGABITS	LEVELS
NOW IN JAPAN	8 MEG	5
THEME	PLAYERS	% COMPLETE
FIGHTING	1	100%

### BIG TROUBLE IN METRO CITY

Metro City was once a pleasant, quiet metropolis and a nice place to live. Now, all that has changed. It is one of the most crime-ridden and corrupt cities in existence.

Monday morning, the phone rings at city hall and, as usual, the news is not good. This time the Mayor's daughter has been kidnapped by one of the city's most notorious bad guys, Belger. The mayor is ready to take on the duty of rescuing his daughter, but he needs the help of a talented street fighter. Thus, the fight for freedom begins....



*Captured by Belger and his men, Jessica has been taken deep into the heart of Metro City. You must fight your way through the crime-ridden city to rescue her from the evil-doers that kidnapped her.*



*To enter an option screen, push the control pad Left, then hit Select and Start at the title screen. Now you can set your character and do a sound test.*



#### PROFILE OF GUY



AGE: 27

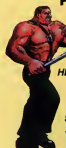
D.O.B: 8/12/64

HEIGHT: 5.87 ft.

WEIGHT: 158 lbs.

SPECIAL MOVE:  
ROUNDHOUSE  
KICK.

#### PROFILE OF HAGGAR



AGE: 48

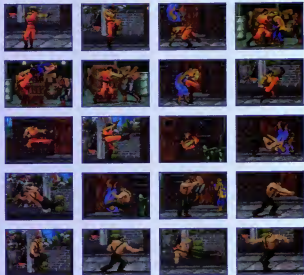
D.O.B: 9/3/43

HEIGHT: 6.64 ft.

WEIGHT: 297 lbs.

SPECIAL MOVE:  
SPINNING  
PUNCH.

### 20 DIFFERENT MOVES ARE AVAILABLE!!!!





In level one, fight your way down the sidewalks of Metro City to weed out the bad guys and gain information about the location of Jessica. This is a relatively easy level, so use this time to get familiar with all of

your character's controls and the actions of the bad guys. As you come to the end of the street, Boss one is guarding the entrance to the subway. Be prepared for the battle against Damnd! No sweat right?



Level two places you in the heart of the Metro City subway. Fight your way through the dimly lit tracks as the train flies by your view. Upon reaching the end of the subway station, it is time to take a hair-raising ride on the subway itself! When it

stops, you'll find yourself on the opposite side of town. Down the street, you'll enter a building to encounter Boss two, Sodom. Knock this tough guy down and use his swords to take him out in front of an audience of people!!



Once you make it through the first two levels, you are half-way finished. After your debut fight in the ring, it is time to hit the street again and continue the mission. As you make your way down the street, you hear funny noises coming out of a bar on the corner of the road. It's time to check it out! Inside, you'll find the typical lot of punks and losers that inhabit

the entire city (and as usual, they are looking for a good fight). Get ready to have some fun. As you come out of the bar, an old but familiar face is waiting for you. Eddie, the corrupt cop, is waiting with his gun to put an end to your day. Use your special attack to defeat him and watch out for his club, or you'll get some sense knocked into you.



# Super Bowling



## Frame By Frame Action!

To say that Super Bowling by American Technos is a blast to play would be the understatement of the year. Comical characters, cool bowling action, and good, old fashioned fun make this a great cart.

Use varying amounts of wax to control ball movement. The more wax you use, the more radical the ball's movement becomes. Selecting the weight of your ball changes the speed at which the ball travels down the lane.

There are also three different bowling games to play. Turkey bowl is basic bowling. Practice lets you set the pins where you want them (to practice those tricky shots). Bowling golf is just like playing golf, but it involves a bowling ball (obviously) for a new challenge.

Set up those pins for the July release of Super Bowling. Strike!!



Use the multi-function meter to choose the power of your throw and the amount of curve.



Amusing reactions by the bowlers add a humorous twist to this highly competitive game!



A number appears in the upper half of the screen to tell you how many pins you knocked down.

SUPER FILE		
MANUFACTURER	FORMAT	DIFFICULTY
AMERICAN TECHNOS	CARTRIDGE	AVERAGE
AVAILABLE	MEGABITS	LEVELS
JULY	4 MEG	N/A
THEME	PLAYERS	% COMPLETE
SPORTS	1 TO 4	100%



You can be any one of four zany characters. You may even choose the weight of your bowling ball!



Strike! Get ahead of the competition by mastering the techniques involved in getting a strike.



In bowling golf, the computer randomly places the pins. Your job is to knock them all down!



In the practice mode, you can try out your shots by placing the pins wherever you want them.



There are three different modes of play including Practice, Golf and Turkey Bowl (regular game).



# TOP GEAR



Racing action at its best! Maneuver your way through the other cars to claim the checkered flag.



Select your car based on performance characteristics such as acceleration and tire grip.

## Victory and Defeat



Your goal is to qualify for as many races as possible. It takes practice and lots of patience!

SUPER FILE		
MANUFACTURER	FORMAT	DIFFICULTY
KEMCO	CARTRIDGE	AVERAGE
AVAILABLE	MEGABITS	LEVELS
NOW	4 MEG	N/A
THEME	PLAYERS	% COMPLETE
DRIVING	1 OR 2	100%



Night driving can be a real pain. Use the course map on the left to give you an idea of your location.



If you want to have even more fun, get a friend to join you in a two player race!



You can get refueled in the pits. Do not waste too much time, or you will lose the race!



Use Nitro when you need a burst of speed. This will enable you to blast ahead of the competition.



You will get to race on different courses all over the world such as this one in Peru!



Pick the type of transmission that is best suited to your racing style and personal preference.

## Shift Into Top Gear!

Hop into the driver's seat with Top Gear, and get ready for the ride of your life!

Fantastic control and great racing action come together to complement the impressive graphics of this racer.

Choose from a variety of playing options which allow you total control over your machine. In manual transmission, you can shift using the L and R buttons on top of the controllers (Nice touch!). Try this game with a friend in the two player mode for added challenge!

For serious racing action, gear up for this winning cart from Kemco.

6 ISSUE  
SUBSCRIPTION  
ONLY \$14.95

STRATEGIES • MAPS • TRICKS  
FUTURE PLAY • FACT FILES • ULTRA PLAY • HI TECH

# SUPER NES BUYER'S GUIDE

THE MOST COMPLETE SELECTION OF SUPER NES GAME TIPS!



## EXCLUSIVELY DESIGNED FOR SUPER NES PLAYERS!!!

Now there is a magazine made exclusively for owners of the hottest, most powerful Nintendo video game system ever made, the Super NES! Here is a magazine with all of the latest information, unbiased multi-person game reviews and spectacular maps and tips, so incredible that only the editors of *Electronic Gaming Monthly* could put it all together! Turn to the Super NES Buyer's Guide for the first and best info on the S-NES and its games! In each bi-monthly issue, you will find pages and pages packed with the most detailed full-color coverage on everything for your favorite 16-Bit machine! With an exclusive focus on the best and worst the Super NES has to offer, this Buyer's Guide is the one magazine you can trust to get the most out of your Super NES System!

**INCREDIBLE INTRODUCTORY  
OFFER!! DON'T MISS OUT ON...**

- Detailed reviews of the latest games by three tell-it-like-it-is reviewers!
- Exclusive previews of new games from both America and Japan!
- Tips, tricks and strategies, complete with maps, that will let you score higher immediately!

Only in the Super NES Buyer's Guide will you find the first coverage on the newest games like *Street Fighter 2*, *Contra 3*, *The Alien Wars* and *T.M.N.T. 4*. Don't miss out on any of the action! Subscribe to the Super NES Buyer's Guide today!

## GIVE ME THE SUPER NES BUYER'S GUIDE!

Please start my subscription to the Super NES Buyer's Guide, so I can be up to date on the latest games and 16-Bit tips!

NAME \_\_\_\_\_  
ADDRESS \_\_\_\_\_  
CITY \_\_\_\_\_ STATE \_\_\_\_\_ ZIP \_\_\_\_\_  
\_\_\_\_\_  
PAYMENT ENCLOSED \_\_\_\_\_ BILL ME  
CREDIT CARD ORDERS: \_\_\_\_\_ VISA \_\_\_\_\_ MC  
CARD NO. \_\_\_\_\_ EXP. DATE \_\_\_\_\_  
SIGNATURE \_\_\_\_\_

Please include \$14.95 for your subscription and mail to:  
Super NES Buyer's Guide, P.O. Box 7548, Red Oak, IA 51591-0548

For faster service call toll-free: **1-800-444-2882**

Make check or money order payable to Sendai Publishing Group, Inc. Canada and Mexico add \$10.00. All other foreign add \$28.00. Any/all checks or money orders must be payable in U.S. funds, and must be drawn on an American bank. (American Express money order, Citibank money order, or any other type of check or money order that would go through a U.S. branch bank.) Please allow 6-8 weeks for your first issue. The Super NES Buyer's Guide is a Sendai Publishing Group publication and is not affiliated with nor endorsed by Nintendo of America, Inc.



## "HAT TRICK!"

This soccer game is played within a side scrolling perspective. With a variety of play styles to master, the competitive nature of this title really heats up even against the most skillful of opponents! You must learn a variety of techniques that include flip kicks, a slide move (that will not only let you steal the ball, but disable the opposing team as well) and super leaps and bounds, for when you need to move around the playing field in a BIG hurry!

You can choose between either one player or two player versus modes, or a two player versus the computer contest! There is even a special one-on-one match where the most goals decides between winning and defeat! Fans of the classic coin-op rejoice, this home translation scores big!

SUPER FILE		
MANUFACTURER	FORMAT	DIFFICULTY
TAITO	CARTRIDGE	EASY
AVAILABLE	MEGABITS	LEVELS
NOW	4 MEG	N/A
THEME	PLAYERS	% COMPLETE
SPORTS	1 OR 2	95%

## SCORE!!!



Have a "ball" when you score!  
Your team will do a run-past-the-viewers stunt if you make a goal!



At the beginning of the game, you can choose your team and captain!



owl! owl! OOWW!  
CHARLIE HORSE!



You better watch where you're-kicking! You will be ejected from the game if your actions become too violent on the field!



Be careful! If you make a mistake control will go to the opponent on the throw in! Only quick feet and soccer skills will win possession!



You never know when a good leap, slide or super back kick will come in handy against this bunch!



# SUPER NES REVIEWS

KONAMI

## T.M.N.T. IV

DIFFICULTY	THEME	MEGABITS
MODERATE	FIGHTING	8 MEG
LEVELS	PLAYERS	AVAILABLE
10	1 OR 2	AUGUST



Shredder is up to his old tricks again. He has ordered Krang to steal the Statue of Liberty. Only the heroes in a half-shell can infiltrate Shredder's domain and put a stop to him. If you have played the arcade, you know what to expect. You and a friend can pick your favorite turtles and prepare to knock Shredder's henchmen back to their own time zone. It is a super charged hit from Konami!

If I wouldn't have seen the Super NES sitting in front of me, I would not have believed it! This is undoubtedly one of the best arcade-to-home translations this guy has ever seen. The graphics are great and are complimented by excellent play control - with no break-up or slowdown. All the animation is here a/s/o. Great job Konami!

Easily one of the best looking, best playing home games that I've ever gotten my hands on. The graphic detail and the animation are unbelievable. The music is top notch and those with hi-fi stereo will love the bassy sound effects. Though a bit too easy, the game play is great as you add in two players with almost no slowdown.

Now this is stress relief! Everything from cute little animations to familiar faces like Leatherhead and (my favorite) Slash are in here! Also, the levels are done nicely and are original! Absolutely no slowdown or break-up, with plenty of guys to toss around on the screen, makes this one of the best! It's a bit easy, but fun!

G  
U  
Y

D  
U  
D  
E

M  
I  
K  
E

CAPCOM

## STREET FIGHTER 2

DIFFICULTY	THEME	MEGABITS
HARD	FIGHTING	16 MEG
LEVELS	PLAYERS	AVAILABLE
12	1 OR 2	JULY



It's here! The game that half of the world has been waiting for is on its way to the stores. Play the part of the World Warrior and take on some of the best street fighters on the planet. Master the dozens of different moves and plan out your strategies to be able to take on your friends in a head-to-head battle. Spectacular graphics, great animations and realistic sounds make this the game to get!

It is hard to criticize a game that is perfect. It took 16-Meg to do it right, but it is the best arcade-to-home translation to date. All of the moves are there and the special stick is in its way also. The sound, graphics and game play are the best ever seen on any home game. This is the standard which all others will be compared to.

This is the cart that I've been waiting for. No more sleepless nights, now I don't have to waste tokens. The graphics are missing a minute amount of detail but are incredible nonetheless. The sounds are digitally remastered and are jamming. The game play has lost nothing. Bring on the challengers in the 2-player model!

Adios Genesis. If ever there was a game which will sell systems, this is the one. The interesting thing about the better Nintendo versions is the fact that they take whatever time and money is necessary to do a game right. Everything is as it was in the arcade and that says a lot for the game. I call it the game of the year!

## DATA EAST

## JOE &amp; MAC

DIFFICULTY	THEME	MEGABITS
MODERATE	ACTION	8 MEG
LEVELS	PLAYERS	AVAILABLE
11	1 OR 2	NOW



Joe and Mac are two cavemen in a serious jam. A horde of near-dintheral nerds invaded their camp and scared away all of the women! You can play as Joe, and if a friend is nearby, he can play as Mac! Many power-ups like the stone wheel, fire ball and bone can be found to help you out. Just take a look at the end bosses and you know this game means business. Have some prehistoric fun!

Overall Joe and Mac is one of the more entertaining games to play. The sound effects and animation are not only very good, but also quite funny. This game was a little on the easy side, but it should appeal to the younger game players as well as the older ones. With a growing need for action games, this is one to see.

GUY

Joe and Mac is a pretty cool game. There are a few things missing from the coin-op like the R-Type style way of powering up your weapons. Other than that, the graphics are incredible and the bosses are HUGE! Good sound and solid play make this cart a contender. The game is a little too easy for my tastes though.

DUDE

First of all, I've never played the coin-op version, so I can't make a comparison. Everyone says it is mediocre, but when I played it - I thought it was great! The levels are complex enough to make you want to go through them many times for power-ups and stuff. Best of all are the dino-bosses! The only bad item is the sound.

MIKE

## OCEAN

## THE ADDAMS FAMILY

DIFFICULTY	THEME	MEGABITS
HARD	ADVENTURE	8 MEG
LEVELS	PLAYERS	AVAILABLE
N/A	1	NOW



Gomez goes to the rescue! Morticia and the rest of the family have been kidnapped by The Judge in order to gain the Addams' savings! In this adventure game, you must explore the entire Addams mansion and save the family members from the clutches of a boss. The mission is extremely long, so the password option helps. Fight off weird creatures and collect enhancements to save your family.

I was a little skeptical of this translation at first, but after getting my hands on this soft, my skepticism changed real quick. The game play is great! With an enormous number of levels this cart will keep you busy for weeks! As far as music and sounds go, they are taken from live samples and are excellent.

GUY

This cart has a unique style of action and deserves a warm welcome in the Super NES library. The graphics are good, but nothing the Turbo couldn't handle. The music is great, with sampled harpsichords and finger snaps in the opening title. Tons of levels and plenty of technique make this a sleeper hit.

DUDE

If you buy this cart, don't expect the movie and you will be okay! It is comparable to a Mario adventure. One good thing is the hundreds of different secrets (and levels) to explore. The game is incredibly long and difficult, and really gives you your money's worth. Solid action and great game play make it a sleeper hit.

MIKE

## LJN

## WWF SUPER WRESTLEMANIA

DIFFICULTY	THEME	MEGABITS
HARD	SPORTS	8 MEG
LEVELS	PLAYERS	AVAILABLE
N/A	1 OR 2	NOW



Become your favorite wrestling star with WWF Super Wrestlemania! You can pick from 10 of the WWF's top wrestlers, each with his own special techniques. Enter the tag team tournament, or go straight into the ultimate matchup in the survivor series. Only the best moves are here like the clothesline, suplex, back breaker and the tumbuckle fly! Can you become the next Hulkamaniac?

Wrestling games have always bombed in the past from a lack of graphics and game play. As of now, there are currently no wrestling games for the Super NES, so this is an excellent way to start. The music is good and the sounds are realistic. The graphics are animated well and the game plays smoothly. This is a fun one.

Super NES needs a good wrestling title and here it is. The graphics are digitized and you can select from your favorite big name wrestlers. The game play could be a little smoother, but in the end, the cart proves to be fun, especially when playing against another player. There are great sounds and music too.

What a mean little game, but I LIKE IT! I've never played a game where it almost makes wrestling seem real! WWF fans will enjoy this game when they see it. It has plenty of the main wrestlers and some good moves. However, most of the characters don't have unique moves and is a bit hard to control.



CAPCOM

## MAGIC SWORD

DIFFICULTY	THEME	MEGABITS
EASY	ACTION	8 MEG
LEVELS	PLAYERS	AVAILABLE
51	1 OR 2	JUNE



Capcom's Magic Sword was always a popular title throughout arcades everywhere! Magic Sword is now appearing on the Super NES. You can have up to six allies including a knight, big man, wizard, amazon, lizardman and a thief. Your mission is restore the light to your world that has been removed with a curse by a sinister evil. Brave the journey through 51 levels and kill this evil force.

After popping a few quarters in the coin-op at the local arcade I was looking forward to sitting down at home with Magic Sword for my Super NES. The music is fantastic and the graphics are good, but the game play suffers due to slow down and breakup. The game as a whole otherwise, is exceptionally well done.

Magic Sword can be called a disappointment, if you are a fan of the coin-op. The graphics are small and the game play is not as good. The overall game is above average, as action carts go, but there is far too much that is mediocre. The game gets very repetitive considering there are over 50 levels to go through.

It's not exactly what I had in mind. I liked the arcade version, but this did not really ring with me at all. The music was annoying and the game play got quite repetitive. Even though there are plenty of levels that need to be explored, many are essentially the same. Fewer levels might have allowed for more variety.

JALECO

## RIVAL TURF

DIFFICULTY	THEME	MEGABITS
MODERATE	FIGHTING	8 MEG
LEVELS	PLAYERS	AVAILABLE
6	1 OR 2	NOW



Wipe out the city's worst slime in Rival Turf from Jaleco. Two street wise fighters, Jack Flak and Oozie Nelson, are ready to put a stop to evil doings. Fight through six challenging levels in an attempt to infiltrate the crime lord's syndicate. Use a variety of punches, kicks and throws to be victorious! Two players can combat crime together and recover the peace, once again, of your Rival Turf!

Rival Turf is your basic Final Fight that has been greatly improved upon. The available option screen is nice, as is the two player simultaneous mode - which can be played as the same character. The graphics are not overly spectacular, but the game play is better than most fighting games. There are more moves to perform.

This is a decent twist on Final Fight. The two-player option is cool, but in this there is some slowdown and flicker to contend with. The animation is kind of choppy and the graphics aren't the best for a S-NES game. The music is OK. It plays well though, and can give considerable enjoyment to players tired of FF.

While this is a good attempt for a street fighting game, I found the moves to be somewhat limited. The graphics are very good but the music could have been better. Having a two player cooperative version is a definite plus and that makes it a fun game to play with a friend. As a one player game, it is only average though.

JALECO

## SUPER E.D.F.

DIFFICULTY	THEME	MEGABITS
MODERATE	SHOOTER	8 MEG
LEVELS	PLAYERS	AVAILABLE
8	1	NOW



Earth is under attack, again! Your super space fighter is fully equipped to drive back any enemy attack. At the initial startup, choose between eight super intense weapons. The more enemies you destroy, the higher your power level will increase. Face humongous end bosses that will certainly challenge your skills. You are the Earth Defense Force. Do not let the Earth fall into alien hands!

Super E.D.F. is a normal shooter that is full of cool special effects. Other than the game being too short the music, scrolling and scaling graphics were top. Game play is good and the amount of weapon and ship options is a definite plus on this shooter. Other than a few slowdowns, this game is sure to be a hit.

This is a good attempt at making a unique shooter for the S-NES. The graphics are decent (you'll love the scaling mother-ship in the later levels). The music is good, but doesn't seem to fit the mood. The game is short but sweet and should offer little challenge to veteran gamers. Cool weapons are its high point.

If you get rid of the slow down problem, you could have one of the best shooters yet! This game was quite enjoyable with a wide variety of weapons from which to choose. There is also a practical reason for a score tool. Great backdrops and cool special effects make this quite a good shooter! What's with the elevator music, though?

GREEN = MUSIC AND SOUND EFFECTS.

YELLOW = GAME PLAY;



SETA

## F-1 ROC

DIFFICULTY	THEME	MEGABITS
EASY	DRIVING	8 MEG
LEVELS	PLAYERS	AVAILABLE
N/A	1	NOW



Seta's F-1 Roc is a racing game extravaganza. Up to four players can compete alternately in a series of races. You can prepare to race, or take your racer on a test run around any of the 16 tracks. You can purchase enhancements for your racer such as tuning the suspension, buying nitros and purchasing larger engines. Qualify for the race and off you go! See you in the winner's circle!

This has got to be one of the best racing games to come out for the Super NES. The only complaint I would have with this game is that the car is a little too small for a 16-Bit game, but other than that, the sounds are very good and the graphics have some really nice scaling features. The controls will take some time to get used to.

G  
U  
Y

F-1-ROC is an excellent racing game in the same light as F-Zero. The Mode 7 effects are totally cool and the digitized sounds add to the realism. The only complaint I have is that the game play is a little slow. Once you get the hang of it, though, you should be taking corners at 80 M.P.H.! It needs more car control on the track.

D  
U  
D  
E

I'm not big on racing games and the like, however, this game is one that takes in Mode 7 to its peak. At times, the game is a bit hard to control and the squeal of the engine sounds like a Smurf getting kicked in the shins! Some nice features and a custom-design option sets it apart from the rest!

M  
I  
K  
E

IREM

## GUNFORCE

DIFFICULTY	THEME	MEGABITS
HARD	ACTION	4 MEG
LEVELS	PLAYERS	AVAILABLE
8	1 OR 2	NOW



You have been dropped behind enemy lines to infiltrate a military outpost determined to take over the country! You and a buddy wear top secret exosuits that provide excellent mobility and weaponry. New weapon combinations can be utilized by destroying certain enemies. You can even manipulate gun turrets and machine guns the enemy has left behind. You are of the elite forces. Good luck!

Based on a Contra-type theme, Gunforce is a decent side scrolling shooter. Although it doesn't break any new grounds in game play, it does offer solid action that will challenge the player. It does slow down a bit when the action gets intense, but not all that often. Overall a decent shooter.

G  
U  
Y

This game is another example of how having a great system doesn't necessarily mean you'll get a great game. The graphics aren't the best ever seen on the S-NES. The sounds could be better and the game play is very hard to control. It offers good solid action until the slow down creeps in. OK but not great.

D  
U  
D  
E

The graphics are fine, but the animation and the sounds could be better. Also, there is a great deal of slow down! As far as shooters go, it is only a bit better than average. The game plays well and probably would be better for the younger player - or those who would appreciate the extra help when the game slows down.

M  
I  
K  
E

ABSOLUTE

## SUPER BATTLETANK

DIFFICULTY	THEME	MEGABITS
HARD	SIMULATOR	8 MEG
LEVELS	PLAYERS	AVAILABLE
N/A	1	NOW



The war in the Gulf is over, but you can relive the hottest moments with Super Battletank! The ultimate armored vehicle, the Abrams M1A1, is at your command. You can engage in Scud busting, destroying Iraqi oil fields and assault T-72 Iraqi tanks. Watch out for assault choppers, though! Your tank can fire 20mm shells, machine guns and missiles. Your country needs you more than ever.

What better way to salute our troops who served in the Gulf than Super Battletank. This is an interesting simulator that touches a part of the video game industry that hasn't been found in most systems since Contra for the 2600. The graphics and sounds are very realistic and the cinemas are mind-blowing.

This is nice break from shooters and RPGs. The graphics are really cool, but there seems to be no real difference in the backgrounds from level to level. They just change colors. The sounds are awesome, with crisp samples of weaponry and explosions throughout. The game play moves kind of slow, but is good anyway.

WOW! Very nice! I'm not even a simulation fan and did I enjoyed this cart a lot! The digitized images of the tanks and choppers gives you a real sense of actually being in the war. Good control and fantastic cinematics (especially the refueling dumps) makes this a definite winner! It is a great way to bring the war to you.

KEMCO

## TOP GEAR

DIFFICULTY	THEME	MEGABITS
MODERATE	DRIVING	8 MEG
LEVELS	PLAYERS	AVAILABLE
N/A	1 OR 2	NOW



Top Gear puts you behind the wheel of four hot super cars. Pick from an automatic or a manual transmission and head onto the track. You can race against the challenging computer, or have a friend stop by and put him to shame! Race during the day or night in many hazardous situations like rain, snow and fog. Throw the car into top gear and enter the race of your lifetime.

As a racing fan, I was excited when I saw Top Gear sitting on my desk. Popping it into my Super NES, I had come upon one of the better racing games to hit the market. Game play is really fluid and the scaling is very good. Being able to play against your friend at the same time is a nice addition. I also liked the many tracks too.

GUY

Top Gear is a pretty good racing game if you're looking for a 16-Bit road racer. The graphics are smooth, and the game play is very good. The split screen is cool and challenging another player is a lot of fun. There are a number of tracks and cars to choose from and the hop-up options are interesting. Real racers use manual guy!

DUDE

TG is not one of the most exciting games that one can play. First of all, I hate it the use of a split screen when you are only playing a one player game. Secondly, the Mode 7 is barely scratched in this cart! There is nothing exciting or stimulating enough to instill a sense of awe here. However, your break lights go on. Oh yeh

MIKE

ENIX

## SOUL BLAZER

DIFFICULTY	THEME	MEGABITS
MODERATE	ADVENTURE	8 MEG
LEVELS	PLAYERS	AVAILABLE
8	1	4th QUARTER



An evil entity has destroyed all life on your planet. You, however, have been spared by a legion of angels to seek out this entity, destroy it and restore your lifeless planet to its original beauty. The quest involves deciphering nearly endless traps, travelling to unique areas and purchasing more powerful weapons. Your mystical Orb can project eight magical spells to aid in wiping out the infesting evil.

Trying to incorporate action and adventure themes into a role playing game is not always the easiest thing to do. Enter - Soul Blazer, this game is a combination of all of these ingredients done to perfection! The music is great and the graphics are beautiful. As far as game play goes, I was surprised to see how fast it went.

GUY

Soul Blazer is a great blend of role playing and action themes. The graphics are very detailed, but the characters seem kind of small for a 16-Bit game. The music is very good (similar to Actraiser). The game play is first-rate and there is a huge quest to complete. I like the high speed arcade-like action throughout.

DUDE

If you combine Zelda and Actraiser (two of the best), you will get Soul Blazer. Though not as large as Zelda - it's a lot more challenging! The action is fast and even gets a little intense at times, but that is still a welcome challenge! The music is good and the plot is novelistic! If you can't wait for a Zelda 4, then this is for you!

MIKE

T &amp; E SOFT

## PEBBLE BEACH GOLF

DIFFICULTY	THEME	MEGABITS
HARD	SPORTS	8 MEG
LEVELS	PLAYERS	AVAILABLE
N/A	1 TO 4	NOW



For a true test of golfing skills, you can either go to the real Pebble Beach golf course or check out T&E Soft's Pebble Beach Golf. Up to four players can compete in this 18 hole simulation. You can play four different games: tournament, stroke, skins and match play. If you are just a beginner, Casey, the instructor, will give you advice on what club to use and how to approach the hole.

I am always one for a good sports game now and then, especially a golf game. Pebble Beach Golf has got to be one of the most enjoyable golf games yet. From the title screen to the 18th hole, the graphics keep getting better and better. The game play is very good, but the music has kind of an elevator ring to it.

Personally, golf doesn't excite me. The graphics are okay for a S-NES cart and the sound effects are very realistic. I hate waiting for the screen to update each time you hit the ball, though. It takes way too long. There are a few cool options and plenty of courses. The hardcore golf enthusiast may be disappointed.

Oh joy. Here is another golf simulation. I'll admit that it is a little better than others, but there still isn't enough to keep me interested. The four player capability is good, but it still doesn't make the game. The music needs a lot of work. This is not an unique experience, but the course options are cool.

**VIEW CREW • NEXT WAVE • TRICKS • MAPS  
INTERNATIONAL • GAMING GOSSIP • FACT-FILES**

# BECOME A VIDEO GAME V.I.P.!!!

Each big full-color issue of **ELECTRONIC GAMING MONTHLY** is packed with exclusive information on new gaming developments, insider gossip, previews of upcoming titles and cart reviews you can trust!

EGM is also loaded with special pull-out strategy guides to your favorite games, trading cards, as well as super secrets and maps, guaranteed to send your scores soaring, that you won't find anywhere else!

You get all this action and more in full color throughout! Be the first to get EGM each month by ordering your subscription today!

## SUBSCRIBE TO EGM TODAY!!!

### SPECIAL FOR SUBSCRIBERS ONLY!

Become an EGM-V.I.P. reader simply by subscribing! Receive the magazine before it hits the newsstand plus, as a bonus:

- FREE newsletter with late-breaking info for the V.I.P.
- Special money-saving coupons!
- Other hot items not found on the newsstand!

### ACT NOW!

AND ALSO RECEIVE THE 1992 VIDEO GAME BUYER'S GUIDE ABSOLUTELY FREE!



## THE BIGGEST AND BEST VIDEO GAME MAG GIVES YOU ALL THIS AND MORE!

- FIRST NEWS OF HOT GAMES!
- SPECIAL STRATEGY GUIDES!
- COLLECTOR CARDS!
- INCREDIBLE CONTESTS!
- MULTI-PERSON REVIEWS!

12 Issues  
Only \$23.95!

## DO I WANT TO BE A VIDEO V.I.P.? START SENDING EGM NOW!

Get 12 issues of EGM for only \$23.95! Send payment to:  
EGM, P.O. Box 7524, Red Oak, IA 51591-0524

### ACT NOW

and receive the  
1992 Video Game  
Buyer's Guide  
FREE (while  
supplies last!)\*



Name \_\_\_\_\_  
Address \_\_\_\_\_  
City \_\_\_\_\_  
State \_\_\_\_\_ ZIP \_\_\_\_\_  
Payment Enclosed ☐ Bill Me ☐  
Credit Card Orders: \_\_\_\_\_  
VISA ☐ MC ☐  
Card No. \_\_\_\_\_  
Exp. Date \_\_\_\_\_  
Signature \_\_\_\_\_

For Faster Service, Call Toll-Free:  
**1-800-444-2884**

Make check or money order payable to Sendal Publishing Group, Inc. Checks and Money orders \$10.00. All other foreign add \$20.00. Any/all checks or money orders must be payable in U.S. funds, and must be drawn on an American bank. (American Express money order. Citizens money order, or any other type of check or money order that would go through a U.S. branch bank.) Please allow 4-6 weeks for your first issue.

# GAME OVER



*When the Boss first gets on the screen, get in close and throw him out of his chair.*

*You can jump kick him, or use rapid punches to deflect the arrows from his crossbow.*



*If you can get him into a corner, all you have to do is use rapid punches and body throws. He'll jump right into them and take out the other enemies with his crossbow.*



*Jessica is safe again, but where is Cody going?*



**E  
N  
D**



# SUPER SLAM DUNK™ IS A SMASH HIT!

(BACKBOARD NOT INCLUDED)

**SUPER NINTENDO**  
ENTERTAINMENT SYSTEM



CHECK OUT THIS MOVIE!



SUPER SLAM DUNK is a trademark of Virgin Games, Inc. © 1992 Park Place Production Team. All rights reserved. Licensed to Virgin Games, Inc. All rights reserved. Virgin is a registered trademark of Virgin Enterprises, Ltd.  
FOR PRICING AND ORDERS, PLEASE CALL 800-VIRG-1107. VISA, MASTERCARD, AMERICAN EXPRESS AND CHECKS ACCEPTED.

Nintendo, Super Nintendo Entertainment System, and the Official Seal are registered trademarks of Nintendo of America Inc.

CIRCLE 111 ON READER SERVICE CARD

# SHIFT HAPPENS.



Warning: Once you start head-to-head, day-and-night high speed 2-player simultaneous racing with Kemco's brake-squealing, nitro-blasting Top Gear for your Super NES, it's almost impossible to stop. **KEMCO**

Coming Soon. Look for GHOST LION, Kemco's new RPG for beginners. SPY vs SPY: Operation Booby Trap, the mad mad world for Game Boy. And KA-BLOOEY, the mind-blowing puzzle game.



Mario and "Super NES" Game Boy and the official logo are registered trademarks of Nintendo of America, Inc. © 1992 Nintendo of America, Inc. Top Gear developed by KEMCO under license from Nintendo © 1992



